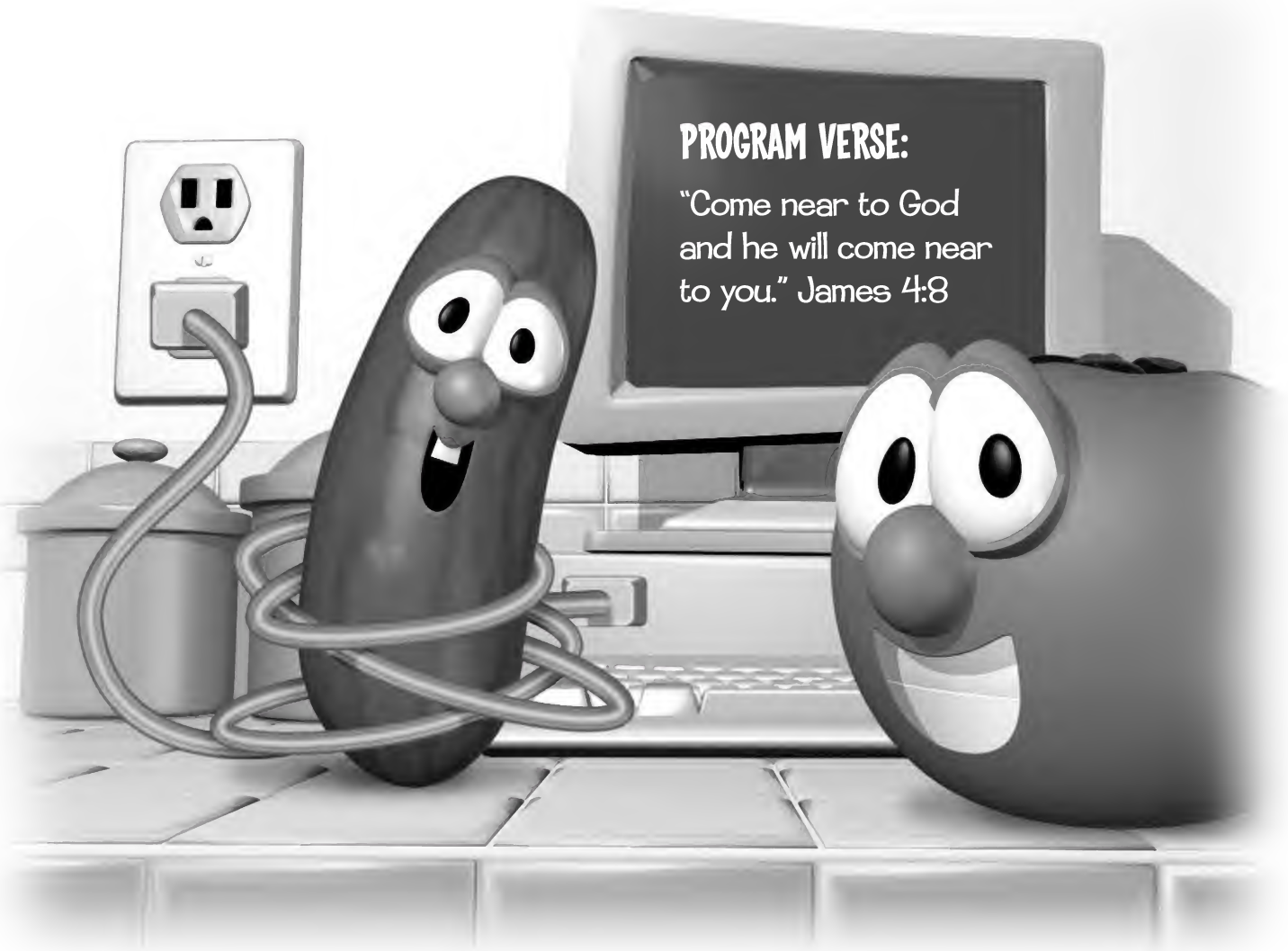


ELEMENTARY GAMES AND CRAFTS

VeggieConnections: Connecting to a Powerful Relationship with God



Leader Directions

Print out this document for the volunteers who will be helping with your Games and Crafts. Each lesson contains a choice of activities that will compliment and reinforce the daily lesson focus.

Choose from a High-Powered Game, a Low-Powered Game and/or a fun Craft. You will need approximately 10-15 minutes for each activity you choose.

Elementary Games and Crafts

Unit 1: The Faith Connection



Veggie-Connections:

Connecting to a Powerful Relationship with God

B. Activity Connection – Lesson 1

Choose from the following activities to help kids explore and remember that God wants us to know him and has a purpose for everyone (approximately 10–15 minutes each).

1. High-Powered Game: A Faith Relay With Purpose

Provide each child with five to ten pieces of paper. Use tape to mark a starting and ending point slightly longer than the distance of all the papers lined up together in a row.

Divide kids into even teams. Give each first person in line the same number of sheets and a marker. Each child must get from the starting line to the ending line and back by using each of the papers as steppingstones to get there. Place the stones one in front of the other.

But there is a purposeful catch! Kids must write down something or draw something that describes themselves on each page before they can set the paper down as a stepping-stone! When the child reaches the ending line, he or she turns around and picks up each piece of paper on the way back, reading each description. Team members should cheer each other on by saying: **Have faith!**

This game is not so much a competition as a fun discovery of how God can fulfill each child's purpose.



HIGH-POWERED GAME NEEDS:

- Full sheets of scrap paper
- Markers

2. Low-Powered Game: Wrapping Up Your Purpose

Write down a list of various talents, interests, and traits on a piece of paper in an easy-to-cut-out grid. Photocopy and cut them out. Sample characteristics:

- | | | | | |
|---------------|-----------------|-------------|---------------|-------------------|
| • Smile a lot | • Soccer player | • Singer | • Energetic | • Like to cook |
| • Caring | • Fashionable | • Like math | • Game player | • Like to bicycle |
| • Kind | • Neat | • Huggable | • Writer | • Organized |

Place all the descriptions into a pile and tell the kids to find a partner. Kids begin by sorting through the pile to find three descriptions that describe him or her. Then, using only *one hand*, partners grab a box, place the descriptions into the box, and then work together to wrap it up. This will encourage kids to build relationships with each other, too. After the wrapping paper is on, kids can add ribbon or Veggie clip art. It will be a very fun—and funny—experience!

Allow kids to “show off” their gifts! Point out that these presents are truly a gift from God because God created each one of us special and made us for a special purpose.

Encourage kids to discuss ways God can use them for his purpose in the future!

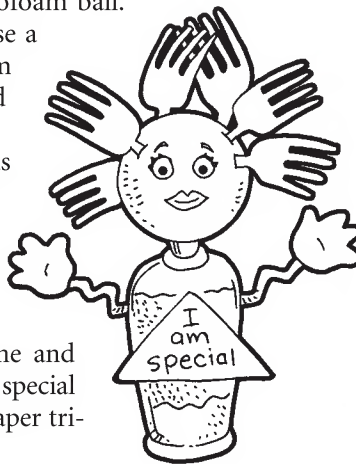
3. Craft: Made for a Purpose

Each child was created special and unique and made for a wonderful purpose by God. Let kids create a fun, imaginative reflection of themselves, encouraging each child to remember that he or she was created very special in God’s eyes.

Provide each child with a plastic bottle and a Styrofoam ball. Allow kids to fill bottles with different colors of sand. Use a funnel to pour the sand in the bottle. Push the Styrofoam ball into the top of the plastic bottle to create a body and head. Glue in place.

Provide a variety of decoration items and allow kids to create unique designs and imaginative reflections of themselves. Chenille wires work well for arms, and forks are a clever way to create hair, but let kids do their own thing!

Afterward, ask kids to explain why each created his or her reflection the way it was done. Celebrate each one and remind kids they were created unique and each one has a special purpose for God. Write “I am special” on a construction-paper triangle and glue it to the front.



LOW-POWERED GAME NEEDS:

- Boxes (one for every two kids)
- Wrapping paper
- Paper
- Tape
- Glue
- Optional: ribbon; Veggie clip art (pages 103-111)

OPTION:

You can use the same boxes over and over as different kids rotate through your site every eight weeks.

CRAFT NEEDS:

- Small soda or water bottles, plastic (one per child)
- Styrofoam balls (one per child)
- Colored sand
- Funnel
- Plastic forks
- Chenille wires
- Colored markers or crayons
- Construction paper
- Scissors
- Glue
- Other decorative items (yarn, beads, toothpicks, felt, sequins, and so on)

B. Activity Connection – Lesson 2

Choose from the following activities to help kids explore and remember that God is with them at all times to help them have faith to overcome their challenges (approximately 10–15 minutes each).

1. High-Powered Game: Picture Challenge

Have kids form six groups. Randomly assign one of the six scenes from the Bible story to each group, but don’t reveal the number of the scene:

1. Moses as a prince of Egypt, watching the Israelite slaves working
2. Moses watching an Egyptian hurting an Israelite slave
3. Moses attacking the Egyptian
4. Moses running away from Egypt
5. Moses with his shepherd wife and son
6. Israelites praying to God for freedom from slavery

HIGH-POWERED GAME NEEDS:

- Paper
- Markers
- Tape
- Posterboard or mural paper
- Bibles

Provide paper and markers to groups. Explain to groups they need to illustrate the Bible story on their papers. Have *VeggieConnections Shepherds* encourage kids to draw enough detail to make their part of the story recognizable, but not to worry about making great art! Each group needs to draw their picture twice, making the two pictures as similar as possible.

While groups are working on their scenes, tape posterboard or mural paper on two opposite walls, if possible. Number six spaces for kids to place their scenes. You want the numbers to still be visible when the six pictures are taped in place.

After groups are finished with their two scenes, collect the pictures, making two sets of the six scenes. Divide the kids into two groups and give each group one set of pictures. Explain that groups are to look through the pictures and determine the order of the six scenes from the Bible story. Have kids use a Bible, open to Exodus 2, for help.

Once kids think they have the correct order, have six kids each take a picture, run up to the posterboard or mural paper and tape their picture on the correct place. Once a group has all six pictures in place, check the order as listed above. The group who completes the larger picture in the correct order wins the game. Have the other team place their pictures in order and then volunteers from that group briefly tell what is happening in each part of the Bible story. Say: **Your groups had a challenge to put the pictures of the Bible story in the correct order. Just as Moses faced a challenge in this story, you will also face challenges in your life. And just as God helped Moses, he will help you handle the challenges you face.**

2. Low-Powered Game: Knot Challenge

Begin by asking the kids to think of some challenges they face, maybe ones they named earlier. **Now think about how those challenges can make you feel sometimes. A really hard challenge can make us feel worried or scared or tied up in knots!**

Have the kids stand in circles with an equal amount of kids in each circle. Assure there is a *VeggieConnections Shepherd* available to help each circle.

Instruct the kids to each reach their right hands out in front of them and at the same time call out a challenge they face in one word, such as, **math**, **piano**, or **sister**. Then they grab the right hand of the person across the circle from them, as if shaking hands.

Then instruct the kids to hold left hands with the person standing next to them. When they grasp hands, they should call out another challenge they face. Each person should now be holding the hands of two different people, and the group will look like a giant knot.

The goal is to try and unwind the group without letting go of any hands, not even for a second. Kids may need to duck under someone's arm, carefully step over someone, or twist around backward, but the group will end up in an unknotted circle.

As each group finds itself back in a circle, they should call out together: **My faith helps me overcome challenges! Say: When we remember what happened to Moses and how God helped him through some very tough challenges, our faith can grow as we wait to see how God will help us through our own challenges!**

3. Craft: Sailboat Challenge

Before kids arrive, create a finished sailboat utilizing the directions below.

Distribute a piece of paper to be recycled and a colorful sheet of construction paper to each child. Hold up your finished sailboat so that everyone can see the front and the back without touching it, and challenge kids to try to fold their piece of paper to be recycled to see if they can create the finished image. It will be quite a challenge!

Assure kids they shouldn't feel bad if they can't do it. It's not as easy as it looks! Remind kids that's why we need God to help us through our real challenges in life! Life problems aren't always easy, but we can rely on God to guide us through what to do. If the outcome isn't what we want, remind kids that God can see the *big* picture, and we also must trust in what he has planned for us. That's what having a relationship with God is all about!

To create the sailboat, fold a piece of 8½" x 8½" square construction paper in half, corner to corner, then fold it in half the same way again.



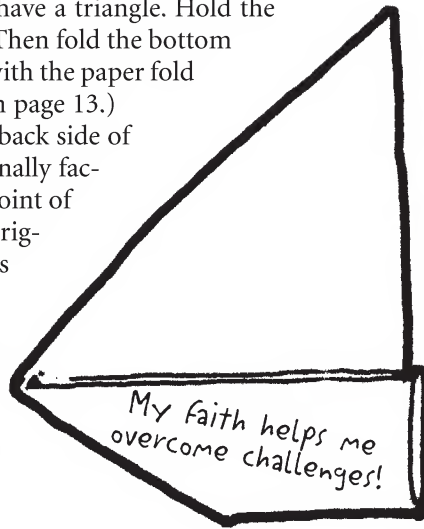
CRAFT NEEDS:

- Full sheets of paper to be recycled
- Colorful construction paper
- Markers
- Scissors
- Stickers or Veggie clip art (pages 103-111)

Next, unfold the paper one time so that you have a triangle. Hold the triangle so that the middle point is facing your left. Then fold the bottom half in half so that the edge of the paper fold meets with the paper fold in the center of the first triangle. (See illustration on page 13.)

Turn the boat around so that you can see the back side of the boat and the point of the triangle that was originally facing your left is now on your right. Fold the bottom point of the boat up so that it meets the halfway line of the original triangle. Then take the far left point that is remaining and fold it to the right so it creates a straight line on the left-hand side of the boat. Tuck the tip of the point under the fold that is already there. This will hold the entire boat in place.

Decorate the boat as desired with markers, stickers, and Veggie clip art. Write the words, “God helps me overcome challenges” along the bottom.



B. Activity Connection – Lesson 3

Choose from the following activities to help kids explore and remember that God is in control (approximately 10–15 minutes each).

1. High-Powered Game: Out of Control Relay

BEFORE YOU START:

You'll need pairs of relay teams for this game. It is best if each team is no more than eight kids. You will want to have 2, 4, 6, or 8 teams. Prepare a set of 8 cards for each team. On 2 cards, write “Out of Control!” and on 1 card write, “God’s in Control!” Shuffle each 8 card set, but make sure the “God’s in Control!” card is near the bottom of the stack for the first round of the game. Tape a masking tape starting line and a finish line. At the finish line, put the cards facedown lined up with each relay team.

Divide the kids into two relay teams, with up to eight kids on each team. Team members will walk backward to the finish line, pick up a card, and return to their team, again walking backward, and tag the next player. If a player picks up a card that has “Out of Control!” on it, that player must join the other team. Explain the object is for each team to end the game with their same team members. Also explain there is one “God’s in Control!” card per team, and that if a player picks up that card, his or her team immediately should reform to their original team, winning the game.

Play the game several times, reshuffling the cards each time. These rounds may end early because the “God’s in Control!” card may come earlier in the game. After a few rounds, talk about how the game was like kids trying to control things in their lives. Be sure to point out how kids couldn’t win the game without the “God’s in Control!” card, and how that is true about their lives as well.

HIGH-POWERED GAME NEEDS:

- Prepared index cards (one per child)
- Masking tape

2. Low-Powered Game: Control the Ball

BEFORE YOU START:

Tape off four large squares in four sections of the site, each large enough for about a third of your class to fit inside. With a marker, label the squares (writing on the tape): "Start," "Home," "School," "Hobbies." Place all the balls in the Start square. You will need enough balls for about a third of your class.

Explain to the kids that they have several areas of life where they need to trust that God is in control. Three of those are home, school, and hobbies. Point out the squares with these areas labeled.

Divide the kids into three equal groups, and have each group stand in one square, either School, Home, or Start. The Hobbies square is empty for now. Explain that at your signal, the kids in the Start square will get on their hands and knees and use their noses or heads to push the balls (one ball per child) over to the Home square. They must carefully control their ball or it will get away from them and end up taking longer. As soon as they get their ball to stay in the Home square, they jump up and call out: **I give God control at home!**

As soon as a child calls that, another child waiting in the Home square takes over the ball, pushing it in the same manner over to the School square. As they arrive, they jump up and call out: **I give God control at school!**

The kids in the School square then take over the balls as they arrive, pushing them to the Hobbies square. Upon arrival, they call out: **I give God control of my hobbies!** Or they may name a specific hobby, such as karate or piano.

See how quickly and efficiently the kids can control all the balls and move them through the squares. If time permits, play again, letting the kids each choose a different size ball to try pushing. Ask: **Were some balls easier to control than others? Which ones? Did any of you totally lose control of your ball, so that it was hard to get back to where you were supposed to be? That is the way our lives are, if we allow things to get way out of control, it's harder than ever to allow God to help us.**

3. Craft: Burning Bush Candles

Say: **In our Bible story, God appeared to Moses in the burning bush. Let's make our own burning bush candles to remind us that God was in control with his plan for Moses and his people and that we can trust God with control of our lives.**

Provide each child a baby food jar and a cotton ball. Show kids how to pour a small amount of white glue on a cotton ball and smear a thin layer of glue on the outside of their jars. Then have kids place red, orange, and yellow pieces of tissue paper onto their jars in a random pattern, creating a "fire" look. Have kids completely cover the outside of the jar, but tear any loose paper away from the top or inside of the jar. This creates the burning bush.

Give each child a "God is in control" strip of paper to glue to the outside of their jar. Provide a tea light candle for kids to put inside their jars.



LOW-POWERED GAME NEEDS:

- Numerous small balls (such as table tennis or golf balls)
- Numerous medium-sized balls (such as softballs or tennis balls)
- Numerous large balls (such as basketballs, volleyballs, soccer balls)
- Masking tape
- Marker

CRAFT NEEDS:

- Baby food jars (empty and clean), (one per child)
- Small, torn pieces of orange, red, and yellow tissue paper
- White glue
- Cotton balls
- Strips of white paper with "God is in control" written on them
- Small tea light candles (one per child)

B. Activity Connection – Lesson 4

Choose from the following activities to help kids explore and remember that their relationship with God helps them do what's right (approximately 10–15 minutes each).

1. High-Powered Game: Pharaoh, Will You Let My People Go?

Have all the kids stand at one end of the playing area. One child begins as “Pharaoh” and stands at the opposite end. The group of kids say: **Pharaoh, Pharaoh, will you let my people go?** The child playing Pharaoh yells: **No!** All the kids take a giant step or two forward. The kids repeat their question, Pharaoh repeats his answer, the kids take another step forward. Play in this way until the kids draw near Pharaoh. At any point in the game, Pharaoh may instead answer the question: **Yes, you may go!** and immediately chases the kids back to their starting line. Whoever Pharaoh tags first becomes the next Pharaoh, and the game starts again.

2. Low-Powered Game: Avoid the Plagues!

Divide the kids into two teams and have each team blindfold one player. This person is to be guided by another who walks behind them and calls out which way to move so the blindfolded player avoids stepping on the plagues.

Have the blindfolded team members and their guides negotiate the course. Players must reach the finish line and return to the start before giving the blindfold to the next team member. The next pair then goes out on the course. If teams are uneven, one child can repeat one of the two game roles. Continue until each person has negotiated the course. The first team to finish wins.

To make the game more difficult, have *VeggieConnections* Shepherds watch as kids negotiate the course and add one point for every plague players step on. The team with lowest score wins, regardless of who finishes first.

In this game, you tried to avoid the plagues. In the actual Bible event, Pharaoh could have avoided the plagues by choosing to do right and obey God. When we face hard times in our lives, let's all remember to have faith in God and know that he will help us get through tough times.

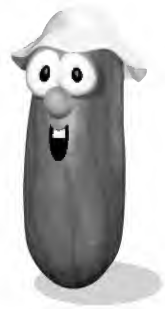
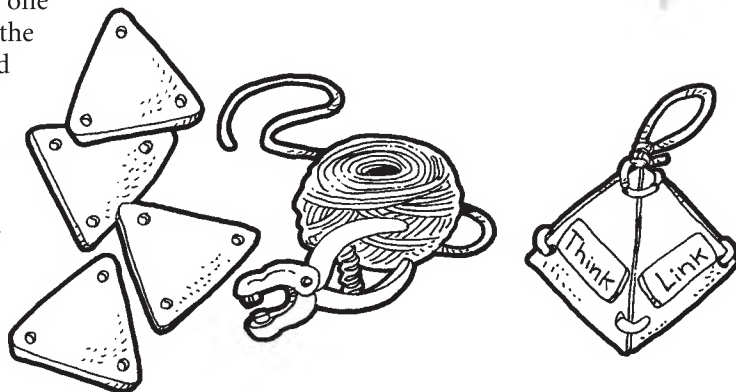
3. Craft: THINK—LINK—ACT Pyramid

Encourage kids to create their own Egyptian pyramid, to display the THINK—LINK—ACT phrase to help them to remember to do what's right.

Provide each child with a craft foam pattern of an equilateral triangle 5 inches on each side. Tell kids to trace three additional patterns onto craft foam. Cut them out. Use dark markers to write the words THINK, LINK, ACT, one on each side of the triangle. Or write each of the words on a different colored, small rectangle piece of craft foam that is then glued onto each triangle. Then ask each child to sign each triangle, under the words THINK, LINK, ACT, indicating their willingness to do what's right every day!

Last, punch a hole in each corner of the triangles. Then take a small piece of yarn and tie each of the bottom corners of the triangles together. Then bring each of the triangles upward to create the pyramid. Use one more piece of yarn and tie each of the tops of the triangles together and create a looped tie so that the pyramid can hang.

Say: **Hang your pyramid in a spot at home to remind you to THINK—LINK—ACT so that you can remember to do what God wants you to do.**



LOW-POWERED GAME NEEDS:

- Crumpled paper balls
- Plastic frogs and bugs
- Blindfolds
- Masking tape

BEFORE YOU START:

Tape a starting line and a finish line and tape off game borders on both sides between the start/finish lines. In your playing area, evenly scatter crumpled paper balls, plastic frogs, and bugs.

CRAFT NEEDS:

- Craft foam
- Scissors
- Equilateral triangle pattern
- Hole punch
- Markers
- String or yarn

B. Activity Connection – Lesson 5

Choose from the following activities to help kids explore and remember that their faith in God will help them to persevere through difficult times (approximately 10–15 minutes each).

1. High-Powered Game: My Faith is in God!

Place a chair in the middle of the playing area. Place a set of index cards in alphabetical order faceup on the chair. Select one volunteer to be Moses. “Moses” will call out: **My faith is in God, who is . . .** When a child can think of a reason to have faith in God that starts with the top letter of the stack, he or she should run to grab that card. Several may try to get the card. The one who gets it first calls out the word or phrase they thought of, such as *amazing!* (for the first letter, A). That player then places the card facedown and goes behind Moses, with hands on Moses’ waist. Moses then begins to jog around the playing area, with one person following.

Moses again calls out: **My faith is in God, who is . . .** and kids will try to get the B card. Once an answer that starts with B is called out, that child joins the line. Continue play until they reach a letter that no one can answer. At that point, Moses joins the playing field and the second in line becomes Moses. They then may call on a *VeggieConnections Shepherd* for help. If the Shepherd is stumped, everyone agrees to turn that letter over and go on to the next letter.

2. Low-Powered Game: Plates of Perseverance

Have kids divide into *VeggieConnections Groups*. Give each group one small plastic or foam plate. Have each group choose one person to hold the plate on their fingertips. Once the plate is balanced, kids slowly add cotton balls, trying not to upset the balance of the plate. Kids keep adding cotton balls. See which group can balance the longest. When a plate falls, have another child take his or turn balancing the plate. Play until each group member has had a chance to balance the plate.

You had to have perseverance when balancing the plate in this game. And just like balancing a plate is hard, sometimes it’s hard to have faith in God that perseveres. But God rewarded the Israelites’ perseverance in their faith, and he will reward yours, too.

3. Craft: Traveling Lunch Pouch

BEFORE YOU START:

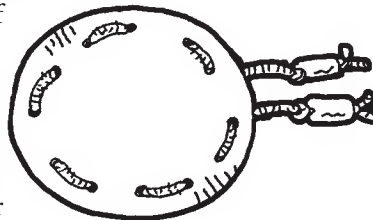
Prepare several 12" circle patterns out of card stock. Punch 12 holes 1" from the edge of the circle, in a pattern like numbers on a clock. Cut the fabric into 12" squares. Place the individual trail mix ingredients in separate containers.

VeggieConnections Shepherds will need to help younger kids with this craft. Provide cord pieces, beads, fabric squares, scissors, markers, and circle patterns to kids. Show the kids how to trace a circle on their fabric, cut it out, and mark the holes using the 12-inch circle pattern. Punch holes around the perimeter of the fabric, where the holes are marked.

Have the kids thread the cord in and out of the holes and pull the cord ends, closing the fabric into a pouch. Have kids tie a double knot a few inches from the end of the cord, slip one bead on the cord, and fasten it with another double knot. Repeat for the other end, after cutting off the excess cord.

Give each child a piece of the brown construction paper. On it, have them write a prayer of thanks that an Israelite might write to God for how he rescued them after they had persevered for so long. Place the paper in the fabric pouch.

Next, have the kids make some trail mix, putting in their bowls ingredients that they like. Once mixed, put some of the mix in the plastic bags and allow kids to enjoy some.



HIGH-POWERED GAME NEEDS:

- Index cards
- Marker

BEFORE YOU START:

Write the letters of the alphabet on index cards, one letter per card. If your group is large, you may need to make more than one set and set up more than one game area.

LOW POWERED GAME NEEDS:

- Small plastic or foam plates
- Cotton balls

CRAFT NEEDS:

- Plastic snack bags with zipper closing
- Disposable bowls
- Ingredients for trail mix (such as raisins, dried fruit, dry cereal or small crackers, nuts, and sunflower seeds)
- 1' square natural-colored fabric (one per child)
- 3' long jute or heavy cord (one per child)
- Large wooden beads (two per child)
- Hole punches
- Scissors
- Card stock circle patterns
- Pens
- Markers
- Light brown construction paper

While kids are eating, say: **When the Israelites were packing, they realized that their perseverance had been worth it. God had come to their rescue by freeing them from Egyptian slavery!** Discuss some things that could have helped the Israelites persevere, like praying, singing praises to God, and talking to others about God. Have kids put the remainder of their trail mix in their lunch pouches and tie them shut.

B. Activity Connection – Lesson 6

Choose from the following activities to help kids explore and remember that God wants us to trust him (approximately 10–15 minutes each).

1. High-Powered Game: Chariot Races

Divide the kids into *VeggieConnections Groups* and have groups line up behind the tape start line. **When Pharaoh's chariots went after the Israelites, God caused their wheels to fall off! Hopefully you won't have this problem for our game!**

Have kids in each group line up in pairs for wheelbarrow (chariot) races. The “driver” stands behind the “chariot” and holds the chariot's legs, while the chariot moves with his or her arms down the course. Note: if you have girls wearing skirts, have them play the “drivers.”

Have groups play a few rounds of the game.

2. Low-Powered Game: Red Sea Faith Jump

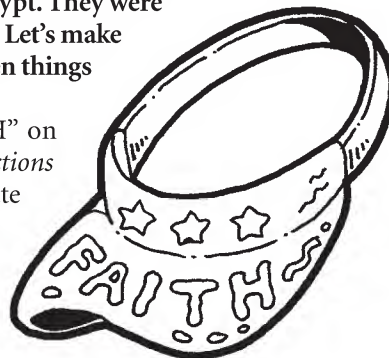
Lay out two long ropes parallel, about one foot apart. Tell the kids this is the Red Sea and they are to jump over it. Have all the kids line up on one side. They are to jump over to the other side, without touching the “water” in between the two ropes. But before jumping, kids should call out a time or situation when it can be hard to have faith in God. (*When I'm disagreeing with my parents, when I have a test at school, when I'm having a hard time learning something new, when my pet died.*) After all the kids call out something and jump over, move the two ropes about six inches farther apart.

Continue calling and moving the ropes. Eventually kids will start “falling into the Red Sea” by landing on the ropes. Those kids must stand outside the sea while the others continue to play. Once the ropes are too far apart for most of the kids to successfully jump, remind the kids that the Israelites certainly couldn't “jump over” the Red Sea, and they didn't even get their feet wet. Instead of being blocked by the Red Sea, God opened a path through the water for them. Have all the kids go to one end of the ropes, which now form the path through the sea, and let them walk the path between the ropes calling out: **My faith helps me to trust in God!**

3. Craft: Faith Visors

Say: **When God's people were in the desert, they were guided by a pillar of cloud during the day, and a pillar of fire by night. God did this so the people would continue to have faith in him. But when they reached the sea they saw the Egyptian army and got scared. The people had already forgotten that God had freed them from Egypt. They were looking at the Egyptians instead of having faith in God. Let's make something that will remind us to have faith in God, when things don't look very good.**

Provide foam visors and have kids spell “FAITH” on their visors with glitter glue pens. Have *VeggieConnections Shepherds* help younger children. Then have kids decorate their visors with foam shapes using craft glue to fasten the shapes to their visors. Have them use the glitter glue pens to finish decorating their visors. Set the visors aside to dry until the end of class.



HIGH-POWERED GAME NEEDS:

- Masking tape

BEFORE YOU START:

Tape start and finish lines at about 20' apart. The lines should be about 6' long for each *VeggieConnections Group*.

LOW-POWERED GAME NEEDS:

- Two long pieces of rope or clothesline per two or three *VeggieConnections Groups*

CRAFT NEEDS:

- Plain craft foam visors (one per child)
- Foam shapes
- Craft glue
- Glitter glue pens in a variety of colors
- Colored permanent markers

B. Activity Connection – Lesson 7

Choose from the following activities to help kids explore and remember that their faith in God helps them to be obedient to God's commandments (approximately 10–15 minutes each).

1. High-Powered Game: Ten Commandments Kickball

Tape four paper “bases” in a baseball diamond pattern and have a *VeggieConnections Shepherd* be the pitcher. Tell the group that they are going to play “Ten Commandments” kickball. **In this game, the ball represents things that might make you want to disobey what the Bible says. When the Shepherd rolls the ball to you on your turn, you need to kick that disobedience away! If you shout one of the Ten Commandments as you run the bases, then no one can tag you out.**

Explain that they can say the commandment in their own words, such as: **I won't lie** or **Married people should love each other** or **I'll put God first**. Kids may say a commandment that another player has said, but if they get a second turn, they have to say a different commandment. They can also say something based on a commandment, like: **I won't cheat in school**.

Have kids take off their shoes so they won't kick the ball too hard. Place about eight kids in the “field,” and line up the rest as kickers. Keep the game moving quickly, with the “outfielders” just retrieving the ball. Most kids will be able to call out a commandment and run around the bases without slowing down the game by being tagged.

While playing this game you had to quickly think of God's commandments to avoid being tagged. In real life, there may be times when you have to think quickly when facing tough choices. Keeping God's commandments in your heart can help you obey God.

2. Low-Powered Game: Changing Rules Game

BEFORE YOU START:

You'll need three same-sized boxes. Tape a 10' starting line. Tape the bottom of the boxes closed and cut off the top flaps. Place the boxes 3' apart and 10'–15' away, open end facing the starting line.

Say: **Let's play a game where you can see the importance of rules.** Divide kids into three teams. Divide the first team into three groups, having each group line up at the starting line, across from one of the three boxes. Give the first player in each line a can of tennis balls. Each player gets three tries. **To score a goal in this game you need to get your tennis balls into the box. The team that gets the most goals, wins. I'll keep track of the goals with the help of the coaches VeggieConnections Shepherds.** Give Shepherds paper and markers to track the goals. Have the other two teams cheer on their opponents.

For the first team, have the players simply roll the tennis ball down the course, trying to get it in the box. Each player gets three tries. Have a leader from each team keep score of the goals and announce Team 1's score.

After Team 1 has played, say: **Wait a minute. This game is too hard! Let's change the rules!** For the Team 2 players, turn the boxes upright and give the first player in each line a paper towel tube. Have players put the ball on the end of the tube and quickly walk down to the box and drop the ball in the box. Give each player three tries as before. You should have a much higher goal-count for the second team. But you probably had some kids who dropped the ball. Announce the goals scored for Team 2. **This game is still too hard! New rules!**

Have Team 3 line up. Give the first player in each line three balls and have players walk to the box and drop the balls in the box. This should result in the highest score yet. Ignore any protests at this point. Ask for the score and announce Team 3 as the winner, most likely. **Congratulations to Team 3! You outplayed the other two teams! Show a look of concern.**



HIGH-POWERED GAME NEEDS:

- One rubber playground ball
- Paper
- Masking tape

LOW-POWERED GAME NEEDS:

- Masking tape
- Three cans of tennis balls (nine balls total)
- Three medium-sized cardboard boxes, about 1' square
- Three paper towel tubes
- Paper
- Markers

Wait a minute! Something wasn't right about this game. Ask kids to talk about how the game wasn't played with the same rules for everybody. **This game wasn't fair to everybody.** Rules in games are made so everyone has fair chance in the game. You can't play a game without rules. And we can't live life without rules that protect us. God gave us his commandments so we can live together fairly and not hurt others.

3. Craft: Ten Commandments Parchment

BEFORE YOU START:

Photocopy a Ten Commandments page (p. 14) for each child. Prepare strong tea for each *VeggieConnections Group*.

OPTION:

If your class is large, you could have some small groups do this craft while the others play the games, and then switch places.

Explain that old documents often turn yellow with age and develop wrinkles from much use. Tell the kids that they will make their own copy of the Ten Commandments, making the paper look old and well-read.

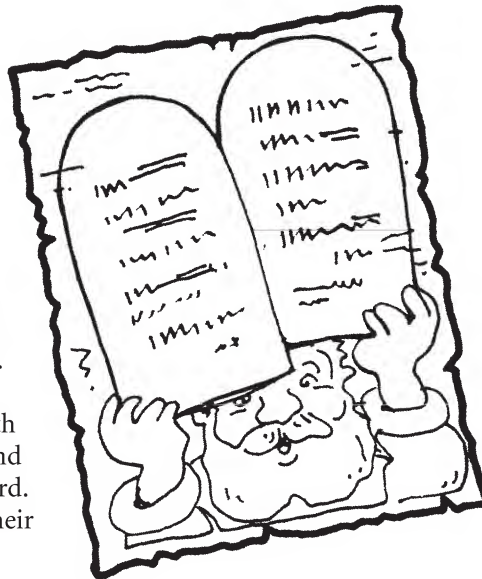
Place newspapers around the work area to protect the tables and floor. Have kids gather around the shallow pans, with a *VeggieConnections Shepherd* to help at each. Have Shepherds carefully pour tea into the pans, so paper will be fully covered when placed inside.

Instruct the kids to put their name on the back of their Ten Commandments paper, and then tear the edges to make it look well-used. Then have the kids crumple up their papers into a ball, then smooth them back out again.

Show the kids how to lay their papers gently in the pan. When the paper begins to take on some color, help the kids carefully lift it out, letting it drip on the protective newspaper. Then, have kids place their papers on newspaper and pat them dry with a wad of newspaper to soak up excess water.

Have Shepherds use blow-dryers as kids carefully hold up their parchment and dry it thoroughly. Make sure Shepherds don't let the heating element get too close to the papers. You could also clip the damp papers to the Veggie Lagoon fishing net and place a floor fan to blow on them. While the first parchments are drying, have more kids dye their papers. When the tea gets low, refill the pan.

While the parchments are drying, talk with the kids about which commandments they find easy to follow and which ones they think are hard. When the papers dry, have the kids roll up their parchment and tie it with a piece of twine.



CRAFT NEEDS:

- Copies of the Ten Commandments on page 14 (one per child)
- Shallow pans (one per *VeggieConnections Group*)
- Strong tea in pitchers (one per group)
- Blow-dryers (at least one per group)
- Newspapers
- Twine
- Pencils

B. Activity Connection – Lesson 8

Choose from the following activities to help kids explore and remember that God wants us to get to know him and share my faith with others (approximately 10–15 minutes each).

1. High-Powered Game: Shell Friends

Divide the kids into teams for a relay. At your signal, the first player on each team runs to the sand and uses a sifter to find a shell. When one is found, the player has to stand up and call out the first name of a friend he or she would feel comfortable talking to about Jesus. Then he or she runs back to the team with it. Then the next player does the same thing. While the other players are sifting, the kids already back at their teams use a black permanent marker to write the first initial of that friend's name on the shell.

The winning team is the first group that finds a shell and a name for every player. But let all the teams continue playing until everyone has a shell. Encourage the kids to keep their shells and pray for the friend whose initial they wrote. They can put their shell in their planning tube at the end of the lesson.

2. Low-Powered Game: Following God Trios

Have kids divide into *VeggieConnections Groups* and give each *VeggieConnections Shepherd* a Sign Language Words page. Have Shepherds review and practice with their kids one of the words you assign. Assign a different word to each group. If you don't have groups in multiples of three, have some kids join other groups so you'll either have three, six, or nine groups. After groups have practiced their signed word, have them gather together.

We've learned how *faith*, *love*, and *obey* were words that Moses lived out in his life. And all three of these words are important for us. Have kids scatter out in the playing area. Explain to kids the object of the game is to go around the room signing the word they practiced in their group. When a player finds another that has a sign different from theirs, the two join together and continue signing, looking for the third different sign from another player. When kids have formed word trios, they can talk about how they can live out their word in sharing their faith.

Have Shepherds join the game and help any singles or pairs having trouble making a trio. If you have time, have groups reform and practice a new word and have kids play again. After everyone has formed trios, ask for some volunteers to share what they talked about in their trios.

3. Craft: Colorful Faith Snowboards

Give each child a foam plate, and help them draw an oval the size of a fingerboard toy on it (about 3" x 1"). You may want to make the shape larger for younger students. Have them cut out the shape to make a snowboard.

Have the kids draw four lines to divide their snowboard into five equal parts. They put glitter glue into each of these areas, working from left to right, in this order: gold, dark blue, red, white, green, from one tip of the board to the other. Encourage kids to be creative applying the glitter glue to each section.

While these are drying, teach the kids that they can use their snowboards to share the message of Jesus' love with others, using these colors:

Gold—God lives in heaven, where he wants us to live with him forever.

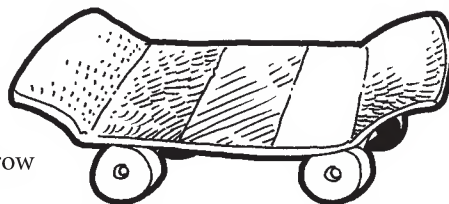
Dark blue—But we can't live with him there, because we have all done wrong things. This makes us "blue" or sad.

Red—So God sent his son, Jesus, to die for our sins on the cross. Red reminds us of his blood that paid the price for our sin.

White—If we tell God we are sorry for our wrongdoing and ask him to live in our hearts, our sins are washed away like clean, white laundry.

Green—Then we have a brand-new life, and we can grow closer to God, just as green plants grow. We grow by learning the Bible and praying.

You can use these snowboards to tell your friends about Jesus!



HIGH-POWERED GAME NEEDS:

- Sandbox sifters, colanders, or pie tins
- Play sand in containers (from the Veggie Lagoon site)
- Small seashells mixed into the sand
- Black fine-tipped permanent markers

OPTION:

If you don't have sand, use boxes of packing peanuts and have kids look for hidden table tennis balls.

LOW-POWERED GAME NEEDS:

- Sign Language Words (page 15)

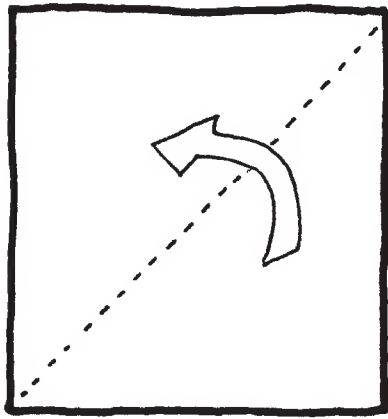
CRAFT NEEDS:

- Disposable foam plates (one per child)
- Scissors
- Pens or markers
- Glitter glue in gold, dark blue, red, white, and green

OPTION:

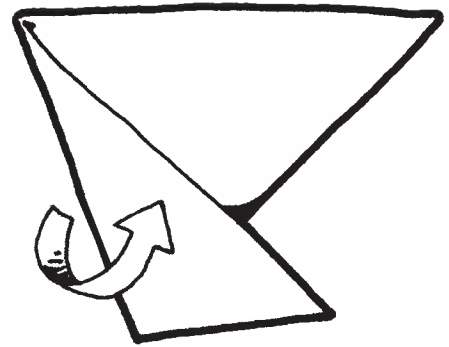
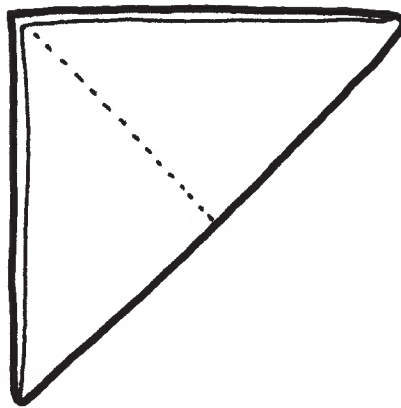
Have kids make skateboards instead of snowboards. Let the kids draw their boards off the edge of the plate so that one end angles up. Use a cut toothpick for axles and glue two wood wheels (with holes) onto the ends of the toothpicks. Then kids glue these wheel sets under the board.

Lesson 2 – Sailboat Folding Diagram

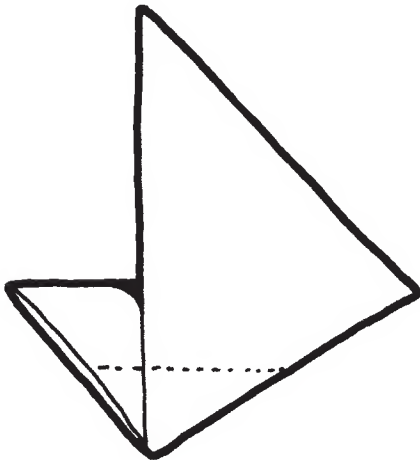


Step 1

Step 2

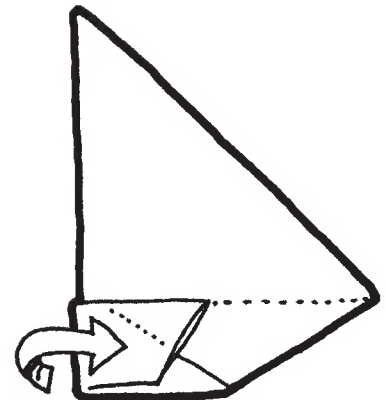
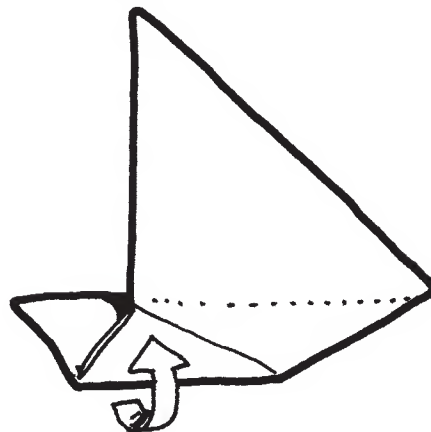


Step 3

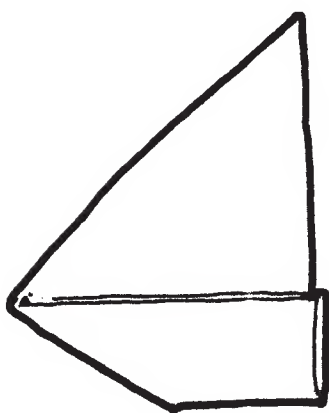


Step 4

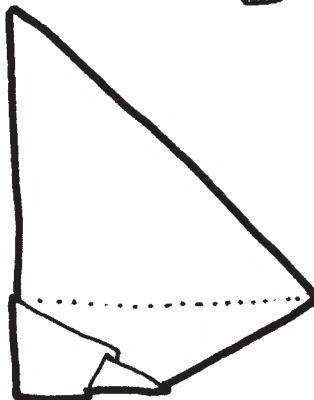
Step 5



Step 6

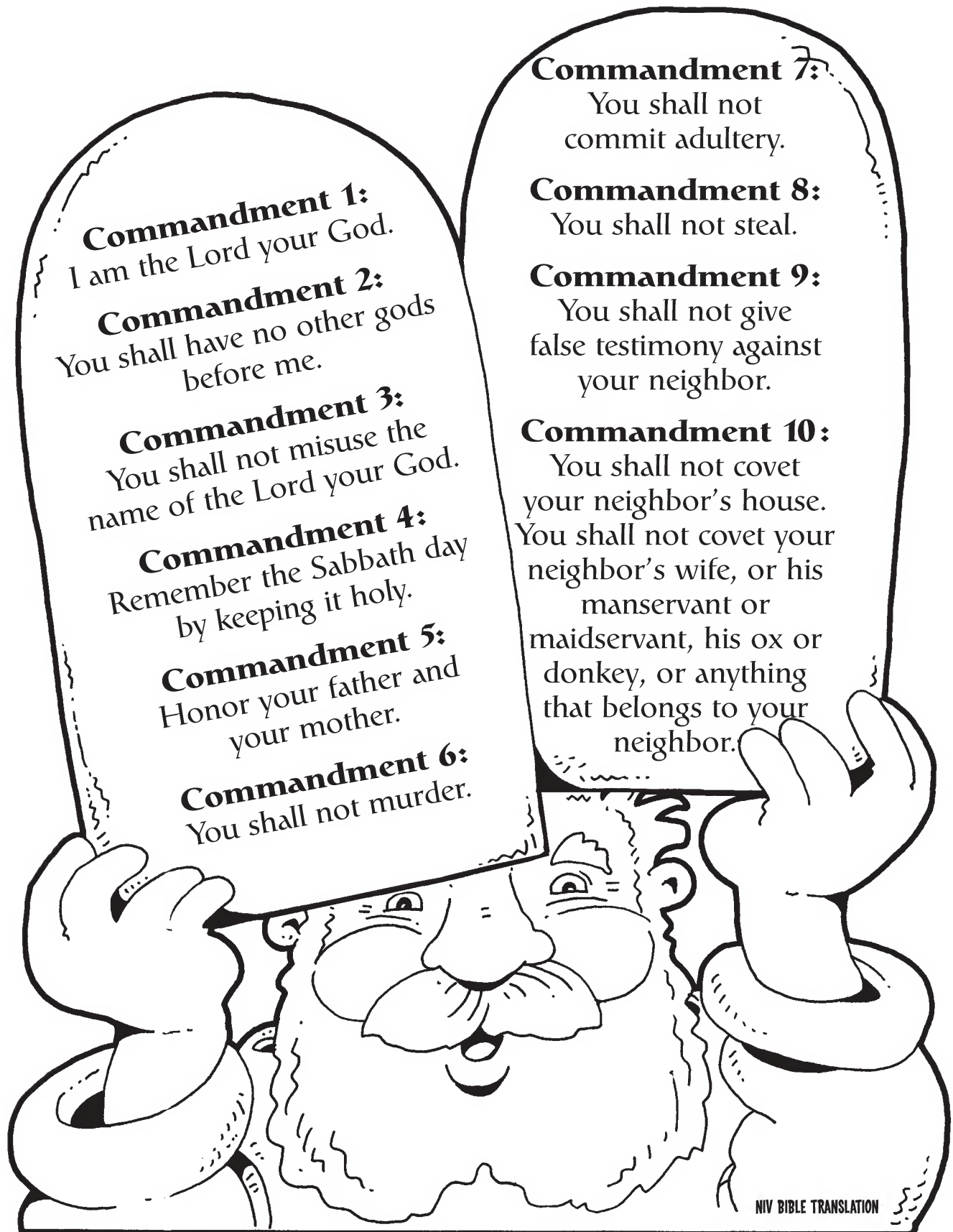


Front



Back





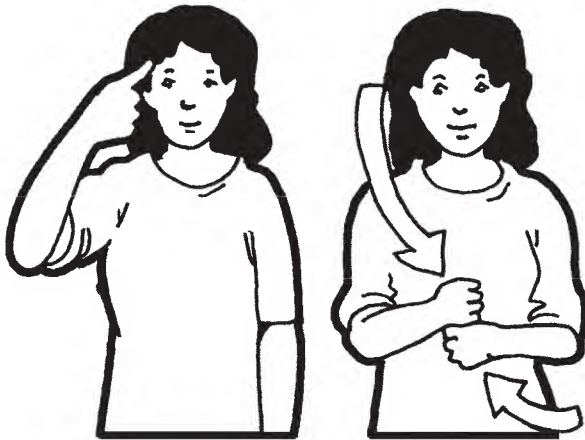
Lesson 8 – Sign Language Words



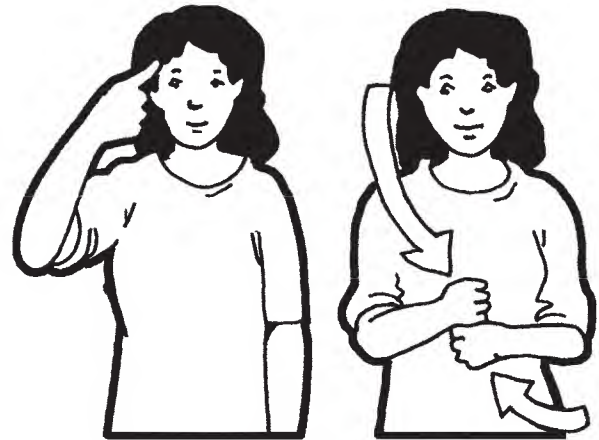
Love



Love



Faith



Faith



Obey



Obey

Elementary Games and Crafts

Unit 2: The Communication Connection



Veggie-Connections:

Connecting
to a Powerful
Relationship
with God

B. Activity Connection – Lesson 1

Choose from the following activities to help kids explore and remember that God wants us to get to know him (approximately 10–15 minutes).

1. High-Powered Game: Blind Balloons

BEFORE YOU START:

Print characteristics of God on separate slips of paper. Each statement should begin with “God is . . .” Some examples are: loving, faithful, helping, just, holy, a friend, powerful, and creative. You may want to use a Bible concordance or dictionary for additional ideas. Put each slip of paper inside a balloon, inflate it and tie it off. Prepare one for each child. Place all the balloons in a large garbage bag.

To play, divide kids into teams of three or four. Give each child a plastic grocery bag. Move all teams to the perimeter of the playing area. Blindfold one child in each team. Release the balloons in the center of the playing area. At your signal, the blindfolded kids try to capture one balloon by holding the handles of the grocery bag and scooping a balloon into it. The other team members help by calling instructions to their blindfolded team member. When a team member catches a balloon, have him or her return to her team and blindfold the second team member and repeat the above. Continue playing until all team members have a balloon.

Have kids pop their balloons and read their slips of paper aloud to their team members. Then have teams discuss these questions: **How do these statements about God make you want to get to know God better? How do these words “communicate” to us about God? Give an example of a time Jesus was _____** [word on paper slip]. Encourage VeggieConnections Shepherds to assist the discussion as needed. If time permits, let teams share their answers with other teams.



HIGH-POWERED GAME NEEDS:

- Slips of paper
- Bible reference tools (optional)
- Balloons (one for each child)
- Large garbage bag
- Blindfolds
- Plastic grocery bags (one per child)

2. Low-Powered Game: Communication Lite

BEFORE YOU START:

You'll need an area that can be darkened, about like dusk. If needed, place at least a dozen objects around the room, such as classroom or personal items (the more unusual the better). Kids will use flashlights to point to objects in the area.

To play, divide kids into teams of three or four. One member of each team should choose an object in the room and keep it a secret. Give a flashlight to another member of each team. Turn off the lights and begin this "I Spy" type of game.

The member with the flashlight will point to an item in the room, and the team member who chose an item will simply say whether they are "hot" or "cold." Then pass the flashlight to another player on the team and repeat the process until the chosen item is guessed. Turn on the lights when most of the teams have finished and allow another player on each team to choose an object.

After a couple of rounds, bring the teams together and say: **You could only use a few words in this game, and that made it hard to find the objects. Would it have been easier to find the objects if people had been able to communicate with you? Think about how well you know God. How hard is it to know God if we don't talk to him? Allow responses. How can we communicate with God?**

Reinforce the lesson focus that God knows us and wants everyone to know him better.

3. Craft: Created Special Collage

Say: **Snoodle Doo was sad because the other Snoodles painted pictures of him that put him down. But the Snoodle creator painted a beautiful picture of Snoodle Doo, telling him he was very special. And God created each one of us very special, too! One way we communicate with God is thanking him for the special way he made us. Let's create a collage that shows how special we are to God.**

Encourage kids to think of something special about themselves, such as a talent or skill, a personality trait, or some way they feel God's love. Provide shoebox lids or a shallow box to each child. Spread out the crafts supplies and allow children to create colorful collages. Have *VeggieConnections Shepherds* assist kids if they don't know what to create, or to help with the craft supplies.

After kids have created their pictures, have kids share what they created and why. Be sure to enthusiastically affirm their responses.



LOW-POWERED GAME NEEDS:

- A variety of classroom or personal items (at least a dozen)
- Flashlight or penlights (one for every three or four kids)

CRAFT NEEDS:

- Shoebox lid or other shallow box (one per child)
- White glue and glue sticks
- Variety of uncooked noodles, such as shells, spirals, and bowties
- Markers
- Paint pens or craft paint and brushes
- Glitter glue
- Beads and other craft items

B. Activity Connection – Lesson 2

Choose from the following activities to help kids explore and remember that God wants us to pray to him (approximately 10–15 minutes each).

1. High-Powered Game: Target Practice

Provide each child a piece of paper. Have children write a prayer on the paper and then help them make paper airplanes. They should write their initials on their plane so they can identify it. Have the children stand together about fifteen feet away from you as you vertically hold your Hula-Hoop®. They should try to send their airplane through the hoop. After the first try, allow them to stand five feet closer, then five feet closer.

Encourage the kids whether their airplane makes it through the target or not. **The closer you get the easier it is to hit the target isn't it?** Have kids all gather back at the fifteen foot range from the target. Then remove the target and say: **The good news is that with God no matter where you stand or how good your aim is, he will always hear your prayers. For this last time, just launch your airplane and think of your prayer. Remember that the moment it leaves your hands, God hears it.**

2. Low-Powered Game: Unscrambled

BEFORE YOU START:

On two sets of different colored index cards write each word of Matthew 7:7, one word for each card, including the verse reference "Matthew 7:7". You'll also have two blank cards in each color. Stack the cards and shuffle them to mix them up. Tape the index cards all around the room.

Divide the kids into two teams, assigning each team one of the two index card colors. Have each team take turns sending one team member to retrieve one card, relay style, but they must walk backward. Remaining team members will put the cards in the correct order. Have a volunteer from each team look up Matthew 7:7 in their Bible and read it aloud for their team as members put the cards in order. The first team done wins. Practice saying the verse as a group and then ask if anyone would like to try part of it alone.

The more you work with a verse the more familiar it will become. For example, did you notice that one way to remember, ask, seek, knock, is to just start with the word ASK—A is for ask, S is for seek, K is for knock. What a great verse to remember that when we pray to God, he hears us and answers our prayers!

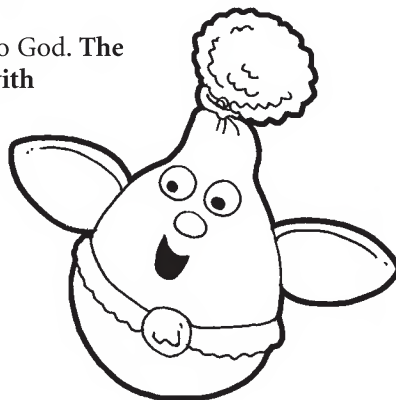
3. Craft: Snoodle

Have kids create a Snoodle to remind them to listen to God, just as Snoodle Doo listened to his creator. Using a funnel, let kids help fill a balloon with sand, tying off the top with a rubber band. Have kids draw a mouth with markers. Then have them add cotton-ball hair, construction-paper wings, and googly eyes. Have *VeggieConnections* *Shepherds* assist their kids as needed.

As children work, talk about ways they can talk to God. **The Snoodle went to his creator and had a conversation with him. And God is our loving Creator. We can talk to God whenever we need to. All we need to do is pray.**

As background music, you may want to play the song *Help Me Listen* on the *VeggieConnections Music CD*.

Allow children to take their Snoodles home to remind them to talk to God because they are loved by him.



HIGH-POWERED GAME NEEDS:

- Piece of plain paper (one per child)
- Pens or pencils
- Hula-Hoop® or similar large target
- Label for target: "God, your Creator"

LOW-POWERED GAME NEEDS:

- Two colors of index cards, 25 of each color
- Tape
- Bible (one per team)

CRAFT NEEDS:

- Clean sand and funnel
- Small light blue balloons (one per child)
- Rubber bands
- Black permanent markers
- Cotton balls
- White construction paper
- Googly eyes (two per child)
- Glue
- *Help Me Listen* song on *VeggieConnections Music CD*; CD player

B. Activity Connection – Lesson 3

Choose from the following activities to help kids explore and remember that God wants us to listen to him (approximately 10–15 minutes each).

1. High-Powered Game: “I Can’t Hear You!” Obstacle Course

BEFORE YOU START:

Prepare several signs using paper or card stock: face with an angry expression, picture of a tornado, picture or drawing of a computer game. Place tables, chairs, and other objects in random places in the open area in such a way that kids will have to walk around them to get across the room. On these obstacles place the objects from the Needs list on the right. With masking tape, tape off an area on the floor and tape arrows to help direct them, instructing kids that they cannot go out of bounds to avoid the chairs.

Say: Sometimes we allow things to keep us from listening to God. We can get too busy, or we watch too much TV, or we are angry, or we just don’t pay attention to God at all! These things become obstacles. An obstacle is something that keeps us from doing something that we need or want to do. An obstacle to prayer is anything in our lives that makes us feel or say to God, “I don’t have time for you!”

Explain that the object of the game is to cross the obstacle course quickly. Walk through the course, explaining that the placed arrows will point the way for them to go. Explain that at each obstacle, they must completely run around it, calling: **I will not let _____ (TV, anger, busyness, computer games, toys, sports, books) keep me from listening to God!**

Divide kids into two equal teams. Have team one line up on one side of the playing area, and the second team on the opposite side. Have kids form groups of up to four kids and have these groups enter the course from both sides of the playing area. Once these groups have passed the first obstacle, send the next group of kids to begin the course. The course will become more difficult as more groups move through in opposite directions. Give stopwatches to *VeggieConnections* Shepherds and have them time the teams going through the course. Allow all groups from both teams to finish the course. Have Shepherds announce the fastest time.

After the game, gather the kids around. **Just as these obstacles make it hard to get to the other side easily, these same kinds of things can keep us so busy that we don’t take time to listen to God. We may miss what he wants to say to us. How did it feel to spend so much time going around each obstacle? Allow for responses. We need to get quiet sometimes to allow ourselves to hear God.**

2. Low-Powered Game: Come Over to Help Us!

Divide the group into two teams. One side will be Paul and his friends, which will have the newspapers. The other side will be Macedonians, which will have the baskets, boxes, or paper bags. The two teams line up on opposite sides of the playing area. The Macedonians will call out: **Come over to help us!** The other side will make paper wads to represent Paul) and try to toss them into the baskets. The Macedonian side should try to catch the paper wads. After a while, collect all paper wads and switch sides.

After the game, say: **Let’s look at what Paul did using THINK—LINK—ACT.** Do the motions:

THINK—Paul wanted to go where God wanted him to go, and he expected God to tell him.

LINK—Paul was prevented to go a number of places. Paul had a dream to go to Macedonia.

ACT—Paul listened to God and went to Macedonia.



HIGH-POWERED GAME NEEDS:

- Paper or card stock to make several signs
- Masking tape
- Small cardboard box, decorated to look like a TV
- A stuffed animal
- A piece of kids’ sports gear
- Storybooks
- Stopwatches

LOW-POWERED GAME NEEDS:

- Newspapers
- Large baskets, boxes, or paper bags

OPTION:

To play a less active version of this game, you can use cotton balls instead of paper wads, and shoe boxes instead of baskets; and you can play the game at a table, instead of the entire playing area.

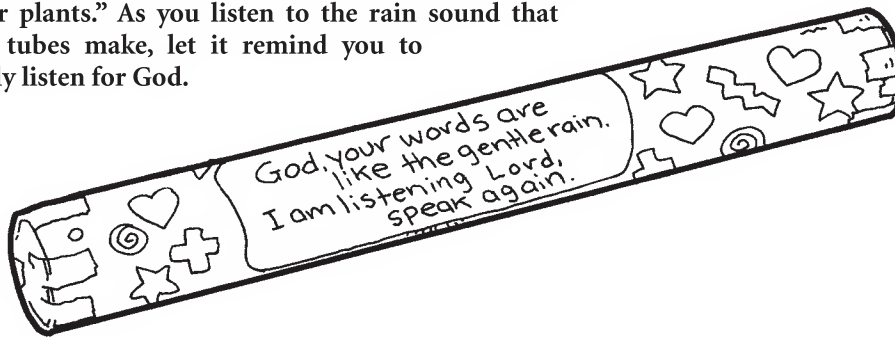
3. Craft: Listening Tubes

BEFORE YOU START:

Trace and cut out two circles on card stock or posterboard the size of the end of every tube. Cut strips of card stock 1" x 6", at least a dozen for each child. (Older kids can help cut more during the craft.) On a label write "God, your words are like the gentle rain. I am listening. Lord, speak again."

Kids will create a craft that will also serve as a reminder to be listening for God. Give each child a tube and help him or her tape a cardboard circle to one end of the tube, making sure the end is completely taped closed. Give each child a handful of card stock strips to fold accordion style. They should drop their folded strips into their tube. Let kids cut and fold more strips until their tube is full. Then they should pour in a half cup of rice and beans. Help the kids securely tape the top of the tube closed with the second circle. Then have kids decorate their tubes with gift wrap and stickers. Have the kids tape the label at the midpoint of their tube. Show the kids how to gently turn their tubes on end and listen to how it sounds like rain.

Moses wrote a song that compared the teaching of God to gentle rain that plants need, in Deuteronomy 32:2: "Let my teaching fall like rain and my words descend like dew, like showers on new grass, like abundant rain on tender plants." As you listen to the rain sound that these tubes make, let it remind you to eagerly listen for God.



CRAFT NEEDS:

- Card stock or lightweight posterboard strips
- Long tubes, such as narrow mailing tubes, gift wrap tubes, or two paper towel tubes connected with duct tape to make a longer tube (one per child)
- Scissors
- Clear tape
- Dried rice, small beans, lentils, unpopped popcorn (any assortment large and small), one-half cup per child
- Assorted generic gift wrapping paper
- Stickers
- Colored markers
- Labels (one per child)
- Colored electrical tape
- Rulers

B. Activity Connection – Lesson 4

Choose from the following activities to help kids explore and remember that God wants us to worship him (approximately 10–15 minutes).

1. High-Powered Game: Worship Wall of Praise

Have kids sit in their *VeggieConnections* Groups. Distribute an index card and marker to each child. **We can worship God and grow closer to him through words of praise. Can anyone give me an example of a praise word, or a word that builds God up?** (*Awesome, almighty, wonderful.*)

Have the kids write one praise word on the card. Distribute paper bag blocks and tape to each group. Have them tape a praise card to each block. If there are more cards than blocks, more praise cards can be added. **It feels good when our friends praise us or tell us what a good job we are doing. God is our friend, and it makes God feel good to hear our praises of him!**

When children are finished, have each group build a tower of their blocks, raising their praises to God. Have kids say each praise out loud as they add it to their tower. Encourage thoughtfulness as the children build. The first team to build a sturdy tower wins the praises of everyone in Snoodleburg!

HIGH-POWERED GAME NEEDS:

- Index cards
- Markers
- Paper bag boulders and bricks from God Connection (see page 136 in the Leader's Guide)
- Tape

2. Low-Powered Game: Picture God!

BEFORE YOU START:

Copy the “Names of God” sheet on page 27, one for each *VeggieConnections Group*. Cut the cards out and make a set for each group.

Break the kids into *VeggieConnections Groups*, but have some older kids and younger kids trade places so each group has mixed ages for this game. Provide each group with a set of game cards prepared before the lesson. Let the children take turns choosing a name of God and either acting it out or drawing it. The rest of their group tries to guess the name. Limit them in time to about one minute. If the child chooses to act it out, they may make sounds but no words. If the child chooses to draw, they may not write out letters or words. Conclude the game when everyone has had a turn. If one name seems too difficult, simply let the player choose another name.

Have children share any other names for God that they know. **All of the names in our game today come from the Bible. These words describe Jesus and God. Maybe you learned a new one! What name means the most to you?** Allow responses. **The more we know about who God is, the easier it is to worship him. By worshiping him, we come near to him. Can anyone say our program verse, James 4:8? Come near to God and he will come near to you.**

3. Craft: Worship Chain

Have the children write “praise phrases” with markers on paper strips. (*Love God, Thank You God, Worship the Lord, and so on.*) Form first phrase into a loop and fasten with glue, tape, or staples. Make sure phrase is facing the outside of the loop. Insert the next paper strip into the first, and make it into a connecting loop. Fasten with glue, tape, or staples. Continue until each child has his or her own connecting link of praise phrases.

Explain that worship is a celebration. Encourage the children to make more links at home and use the praise phrases to decorate their rooms or a room in their house. Or the links can all be connected together and used to decorate the classroom.



LOW-POWERED GAME NEEDS:

- “Names of God” cards (page 27) one set per *VeggieConnections Group*
- Large baskets, boxes, or paper bags
- Paper
- Markers

CRAFT NEEDS:

- Markers
- Construction paper strips, 6" x 1" (five per child)
- Glue, tape, or staples

B. Activity Connection – Lesson 5

Choose from the following activities to help kids explore and remember that the armor of God will keep us connected to God when faced with difficult choices (approximately 10–15 minutes each).

1. High-Powered Game: Temptation Attack!

BEFORE YOU START:

Make shields by cutting off a 1-inch wide 1-foot strip from rectangular cardboard pieces. Duct tape the strips in the center of the shield pieces, bowing the strip to make a gripping handle on the back side. You'll need one shield for each *VeggieConnections Group*.

Have kids divide into their *VeggieConnections Groups*. Provide newspapers or newsprint, index cards, pencils, and tape. Have groups brainstorm common temptations kids face, and have kids write each temptation on an index card. Instruct kids to wad up newspaper sheets

HIGH-POWERED GAME NEEDS:

- Newspaper or newsprint
- Index cards
- Pencils
- Tape
- Cardboard shields
- Duct tape

into balls and tape the temptation cards to them. Give one person in each group a shield and have kids stand about ten feet away from the shield-carrying person. Have the kids call out the temptation on the paper balls before launching them toward their group's target. Have the kids with the shields call out: **Strong in the Lord!** or, **Armor of God!** each time they hit away a paper ball. Switch roles often, so everyone has a chance to use the shields.

We used these cardboard shields to bat away paper-ball temptations. In real life we need to use the Bible and our connection with Jesus to help us when we are tempted to do something wrong. Let's all say "I will stay connected to God through the Bible!"

2. Low-Powered Game: The Armor Game

BEFORE YOU START:

This game can be played in groups of 2, 3, 4 or larger. Photocopy both "Armor of God" pictures (page 28) and "Armor of God" cards (page 29), and cut out both copies to make card sets. You'll need a set for each game grouping you chose.

The goal of the game is to match the physical armor picture to the spiritual armor phrase. Divide kids into as many groups you have card sets for, and give each group a set of cards. Mix up the cards and place them face down on the table in rows and columns. Each child gets to take a turn choosing two cards to see if they match. If they do, the child keeps the pair. If they don't match, the child turns the cards face down and everyone tries to remember where they were. Have the kids play a couple of rounds.

You have all done so well learning about the armor of God. Check to see if they can remember them fairly well by now by saying the physical armor and seeing if anyone can remember the spiritual armor. Remember, God gives us this important armor so we will be prepared to do his work in the world. Let's remember to put it on every day.

3. Craft: Sword of the Spirit

BEFORE YOU START:

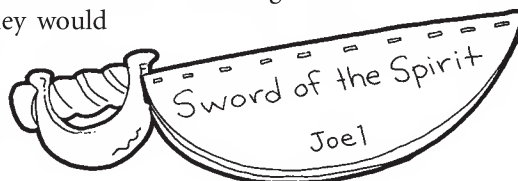
Write some Bible verses that show God's help on a piece of paper. Some suggestions: "It is the Sovereign Lord who helps me," Isaiah 50:9; "Come to me, all you who are weary and burdened, and I will give you rest," Matthew 11:28; "The Lord is my helper, I will not be afraid," Hebrews 13:6b. Photocopy sheets for each *VeggieConnections Group* or craft grouping you choose.

Draw a sword shape on card stock, and cut it out for a pattern for kids to cut their own during the craft. Make enough patterns for each group to have one. Then draw a simple blade-shaped book page matching the sword pattern and copy five sheets for each child.

Say: The sword of the Spirit is given to us by God to help us to LINK to his word in the Bible and ACT to make good choices. Today, you will create your own sword book filled with Bible verses to refer to when you need God's help making choices.

Divide kids into *VeggieConnections Groups*. Provide groups with scissors and markers. Using the pattern, have kids each cut out two sword patterns on card stock. Print the words "Sword of the Spirit" on the cover of your book and write your name on the cover as well. Have *VeggieConnections Shepherds* help younger children. Next, have the children cut out five blade-shaped pages. Insert the pages between the two card-stock pieces, and staple together, forming a book.

Have kids draw each piece of armor with its verse from Ephesians 6:14–17 on the first two pages. Now, you can choose three Bible verses that you think will help you when you need God's help. Distribute papers with verses on them. Encourage older children to look up their own verses if they would like, using provided Bibles. Younger kids can draw one picture on each of the remaining three pages to show when they may need God's help, or a time when they received his help.



LOW-POWERED GAME NEEDS:

- "Armor of God" pictures from page 28
- "Armor of God" cards from page 29

CRAFT NEEDS:

- Prepared Bible verses (one per group)
- Prepared card-stock sword pattern from pages 30-31 (one per group)
- Copied blade pages (five per child)
- Scissors
- Bibles
- Markers
- Card-stock pieces (two per child)
- Stapler

B. Activity Connection – Lesson 6

Choose from the following activities to help kids explore and remember that God wants us to stay connected to him through the Holy Spirit (approximately 10–15 minutes each).

1. High-Powered Game: Fruity Responses Relay

BEFORE YOU START:

Write each of the nine fruit of the Spirit qualities from Galatians 5:22–23 on separate index cards. Make duplicate sets so you have one index card for each child. Set up nine chairs in a row at the far end of the playing area. Place the fruit of the Spirit cards on the chairs, with all of the same fruit quality on the same chair.

Form at least two teams. Team members should line up for the relay, forming pairs. Call out a “Think” situation (see suggestions below). The first pair of each team races to the chairs and selects one fruit quality they feel would best be needed for that situation. Pairs race to try to be the first to get the card they want. If that card is missing, they must choose another. They then race back to their teams. The teams must quickly work through Think—Link—Act, using the fruit quality they brought back. Once their *VeggieConnections Shepherd* approves it, they start a pile for their cards and wait for the next situation to be read and the next player to go. Play until all have had a turn, recognizing that there will be fewer and fewer cards available.

Suggested “Think” situations:

- You studied really hard for this week’s spelling test, but you got several words wrong anyway.
- Your best friend told you that she doesn’t want to be your best friend anymore.
- Someone is making fun of one of your friends.
- You’ve had a really bad day.
- A younger friend keeps asking you to tie her shoes.
- Your teacher punishes you for something you did not do.
- One of your parents has been really stressed and busy at work and rarely has time for you lately.
- Your mother tells you to share your favorite toy with a cousin who is visiting.
- You made a promise that you no longer want to keep.
- A bully keeps picking on you at school.
- There are yummy cookies at home that your mom told you not to touch.
- You can’t agree with family members on what to watch on TV.
- You really miss a favorite friend who recently moved out of town.
- You want to do what your friends in school are doing—writing messages on the playground equipment and walls.
- There is a new kid in class whom the teacher has asked everyone to help.

2. Low-Powered Game: Fruit Bingo

BEFORE YOU START:

Write the nine fruits of the Spirit from Galatians 5:22–23 on nine index cards, one fruit per card. You may use the cards from the Fruity Responses Relay game if you prepared those. Place the color dots on five index cards, one dot per card. Copy the “Fruit Bingo” sheet on page 32, one per every two kids, and cut the game grids out.

Give each child a bingo grid. Give kids dot stickers, five of each color. They should place the dots in every square on their card in any order they choose. This will ensure that each bingo grid is randomly unique. Place the color cards in one bag and the fruit cards in another. On each round, draw a color card from the first bag and a fruit card from the second. Return the cards to the bags after calling. Players who have that color in their fruit column place a bean on that square. Play continues until someone has a row or column completed or a corner to corner diagonal.

HIGH-POWERED GAME NEEDS:

- Prepared index cards (one per every two kids)



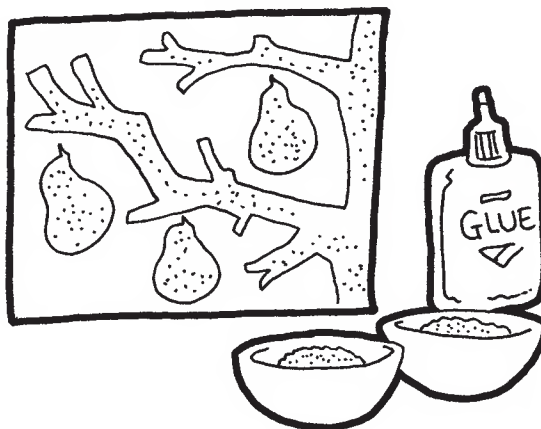
LOW-POWERED GAME NEEDS:

- “Fruit Bingo” grids on page 32 (one grid per child)
- Small colored dot stickers in five colors (five of each color per child)
- Two paper bags
- Prepared index cards
- Unpopped popcorn or dried beans
- Fruity snack prizes (optional) (check with parents about food allergies)

After the game, say: **This game was a fun way to hear about the fruit of the Spirit qualities we should have in our lives. How can we show these actions in our real lives?** Allow responses. Then talk about ways kids can live out these fruit of the Spirit qualities, using THINK—LINK—ACT.

3. Craft: Fruit of the Spirit Sand Art

Show kids how to draw a tree with nine branches on card stock, with enough room between the branches to allow for the sand fruit on each branch. Have the children put glue on the branches only. Use paintbrushes to spread glue evenly. Pour sand on the glue. Shake excess sand back into the bowls. Repeat the process with each of the fruits. Encourage the kids to make their pictures colorful. This craft is a reminder that when a relationship with God is developed, it grows and flourishes, just like the fruit on the vine.



CRAFT NEEDS:

- Card stock (one per child)
- Pencils or markers
- Small paint brushes
- Glue
- Colored sand separated in bowls

B. Activity Connection – Lesson 7

Choose from the following activities to help kids explore and remember to stay connected to God by letting him help them solve their problems (approximately 10–15 minutes each).

1. High-Powered Game: Safe On the Island

BEFORE YOU START:

Write the letters, H, E, L, P on slips of paper, stacking each letter in a pile and making enough sets for most of the kids in your class. For example, if you have 20 kids, make four slips of each letter. Tape off a circle in the middle of the room large enough to fit the number of kids you have for one of the paper slip's letter. Tape a larger boundary around the circle, to designate the larger playing area.

Assign about a third of the kids to be “Waves” and the rest to be “Sailors.” Have the Waves spread out in the larger designated playing area (the ocean), but not on the smaller center circle island. Have the Sailors stand just outside the game area, on any side. Set the four piles of letters anywhere in the ocean but out of reach of any Wave.

The object of the game is for the Sailors to travel through the Waves to pick up the letters that spell *HELP* and then make it to the “island” in the center. The kids who are Waves must plant their feet firmly and not move them, but they wave their hands back and forth and may reach out to touch Sailors as they pass through. Any Sailor who gets touched must go back to the sidelines to begin again. Any Wave who moves, lifts, or shifts his feet must sit out the rest of the round. Once Sailors collect the four letters and reach the island, they get on their knees as if praying.

After reaching the island and “praying,” Sailors may move back to the sidelines to watch the others. Play a few times so that everyone has a chance to be a Sailor and a Wave.

What problem did Paul have in our Bible story? (*He was sailing through a storm.*)
How did Paul get help with his problem? (*He stayed connected to God through prayer; he let God help him solve his problem.*)



HIGH-POWERED GAME NEEDS:

- Prepared slips of paper
- Masking tape

2. Low-Powered Game: Help! I'm Shipwrecked!

BEFORE YOU START:

Tape a relay start/finish line at one end of your playing area. Make a boat shaped outline using chairs large enough for half your class to fit in when sitting together.

Divide your class in half. Have one half sit down together in a boat outline made of chairs. Have the other kids form two equal relay teams and line up behind a taped line. Explain the first two kids in line in each team will run to the boat, pick up one child, and carry him or her back to the line. That person joins the next person in line forming a pair, and they run to the boat and pick up another child and bring this person back to the line, where the action repeats. Play until all the people in the boat are rescued (no one left in the boat outline). The winning team is the larger team left at the end of the game (indicating a greater number of boat people rescues).

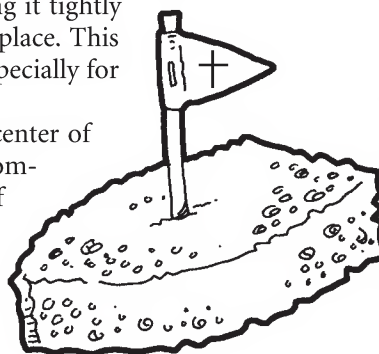
Play another round, switching boat people and relay team roles. **You helped rescue shipwrecked people in this game. In the Bible story, God rescued the people when they obeyed Paul's instructions from God. And God is always there to help us when we need it.**

3. Craft: Sponge Boat

Distribute the craft supplies to the kids. Show them how to trim their sponges into a boat shape. Have them create a flag out of construction paper to attach to the top of their dowel rods. Then have kids draw a cross on their flags, explaining how the cross is a reminder how Jesus helped Paul. Kids can attach the flag by wrapping it tightly around the top of the dowel and stapling securely in place. This might be done best by *VeggieConnections Shepherds*, especially for younger kids.

Have kids gently twist their dowel rod into the center of their sponge so that the boat will be balanced upon completion. Allow the children to sail their boats in tubs of water, if provided.

Paul went for quite a journey on the sea! Take these boats home as a reminder of how God helped Paul, and to know God will help you with your problems.



LOW-POWERED GAME NEEDS:

- Masking tape
- Chairs

CRAFT NEEDS:

- New kitchen sponge (one per child)
- Construction paper
- Scissors
- Markers
- Dowel rods, 1/8" x 4" (one per child)
- Staplers
- Optional: large tubs of water to sail finished projects in

B. Activity Connection – Lesson 8

Choose from the following activities to help kids explore how to help others connect with God (approximately 10–15 minutes each).

1. High-Powered Game: Pass On the Word!

Form teams in lines of eight to ten kids. Give kids Bibles and have them look up the Unit Memory Verse, Matthew 7:7. Have kids review it and say it aloud a few times. When kids think they know the verse, have them put down the Bible.

Give the first player in each line an inflated balloon. That player passes the balloon between his legs to the person behind him and shouts the first word of the verse: **Ask!** The second player passes the balloon overhead to the person behind him or her, and shouts the second word of the verse: **and!** The third player passes it between his legs, and the fourth person overhead, each person saying a word of the verse in order. Continue in this manner until the last person in the lines receives the balloon. Then repeat the game going forward; players shouting the next word in the verse as each person receives the balloon using the over and under pattern above.

HIGH POWERED GAME NEEDS:

- Inflated balloons
- Bibles (one per child)

Have *VeggieConnections Shepherds* keep track of the verse in their Bibles. Each time a group makes a mistake, have teams start over. After teams can pass the balloon and say the verse all the way through, have kids in that team all shout: **Preach Jesus!**

Have kids try to say the verse faster in additional rounds. Say: **Just as Paul preached the words of Jesus, you can share our Unit Memory Verse with others. Remember we can—say it with me—preach Jesus!**

2. Low-Powered Game: Obstacles? Preach Jesus!

BEFORE YOU START:

Print the following cities on index cards, one city per card: 1.) Damascus, 2.) Jerusalem, 3.) Caesarea, 4.) Tarsus. Make one set of cards for every two *VeggieConnections Groups*. Set up two parallel simple obstacle courses, using chairs as obstacles. If you have more than four groups, set up a third course. Place the four cards, in order, equally along each course.

Have two *VeggieConnections Groups* line up behind the first obstacle course and blindfold one person. Repeat with the second pair (and third, if needed) of Groups. On **Go!** start timing kids as they enter the course. Have kids call directions to their group's team member on the course. When a player finds the first card, have them shout out: **Preach Jesus!** Players should leave the cards where they've found them, and proceed to the next card on the course. When the first team reaches the last card and calls out, record their time.

Repeat the game with new players, seeing who can record the fastest time. Before the end of the game time, have kids walk the course and point out the four city cards. Say: **Paul became a Christian near Damascus, and he preached about Jesus in that city. When he went to Jerusalem he preached Jesus there. Everywhere Paul, he preached Jesus to the people, even when he faced many obstacles. Just like Paul, we can tell others about Jesus, too!**

LOW-POWERED GAME NEEDS:

- Prepared index cards
- Chairs
- Blindfolds (one for every two *VeggieConnections Groups*)
- Watch with second hand

3. Craft: Prayer Pillowcase

God wants us to communicate with him every day in order to strengthen our relationship with him. Prayer is one way that we can communicate. Give each child a pillowcase and fabric paint or markers. Have them decorate their pillowcase using words, phrases, or pictures that are related to prayer. (*Pray every day!*



Now I lay me down to sleep . . . , I can talk to God when I pray, Come near to God and he will come near to you.)

When building a relationship with God, it is important to communicate with him every day. Prayer is a great way to keep in touch with God, our Father. You can use these pillowcases to hold, lie on, or kneel on while you say your prayers. I challenge you to use your prayer pillow at least once a day!

CRAFT NEEDS:

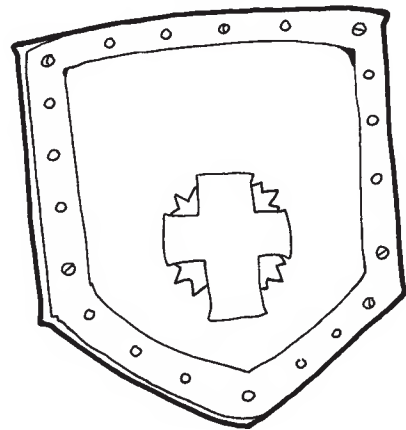
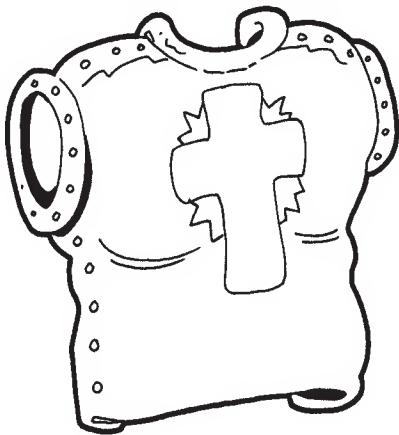
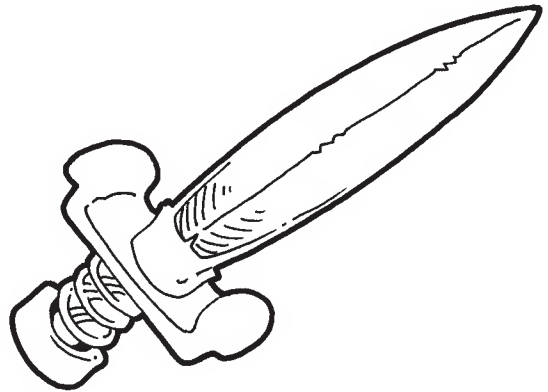
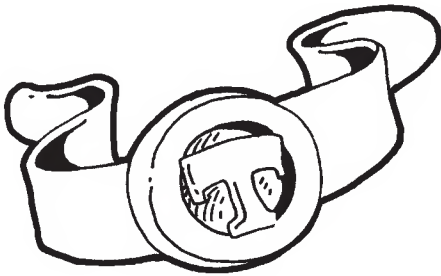
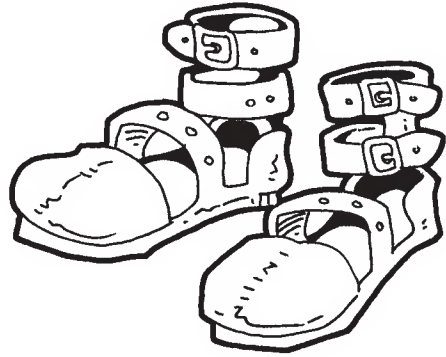
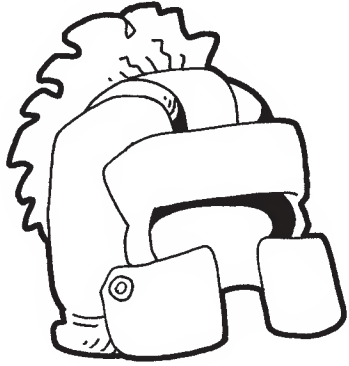
- One pillowcase per child
- Fabric paint or markers



Lesson 4 – “Names of God” cards

Rock	Builder	Creator of Heaven & Earth
Father	Light of the World	Shepherd
Ruler	Bread of Life	Friend
Lamb of God	Holy	Morning Star
King	Physician (Doctor)	Prince of Peace
Teacher	the Vine	the Door

Lesson 5 – “Armor of God” pictures



Belt
of
Truth

Breastplate
of
Righteousness

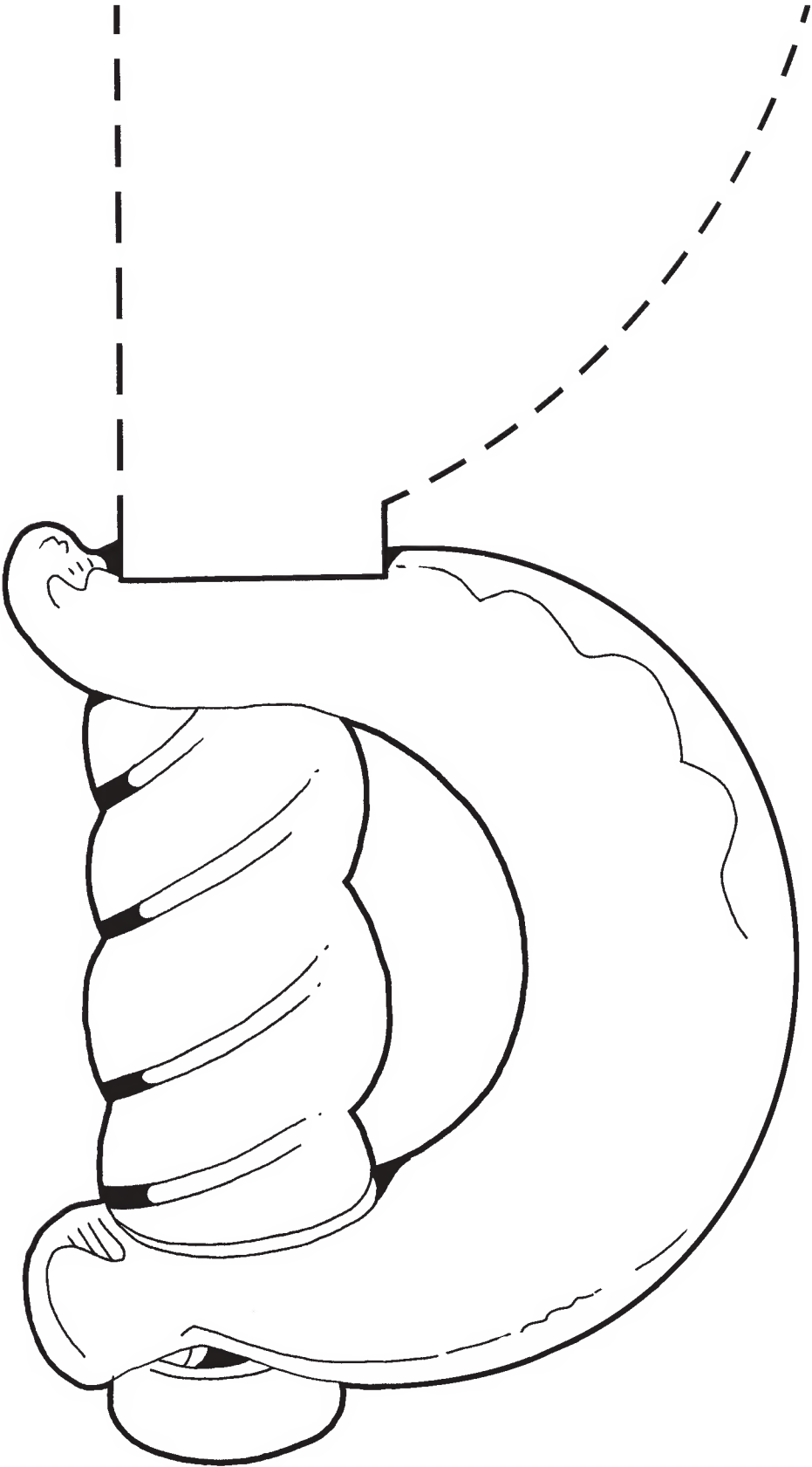
Shoes
of the
Gospel
of **Peace**

Shield
of
Faith

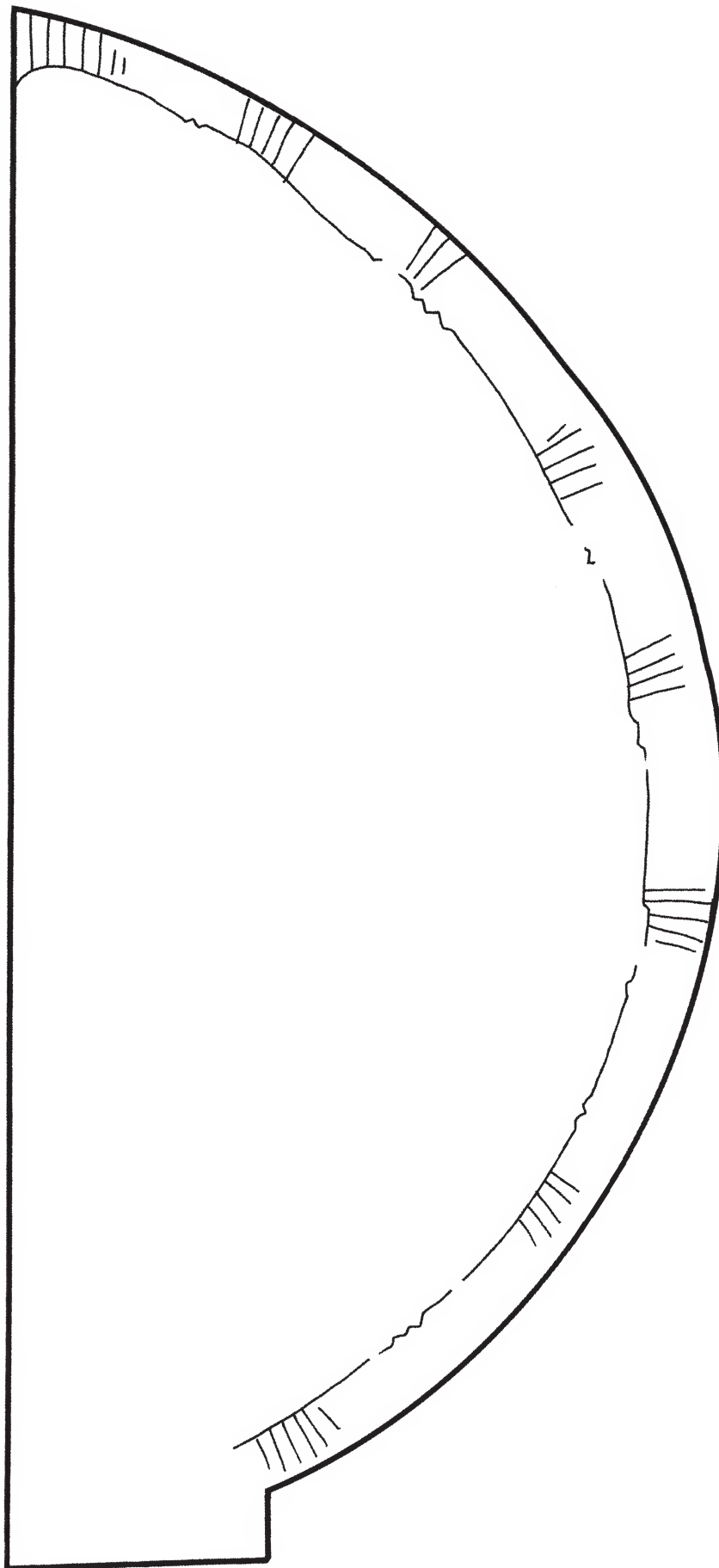
Helmet
of
Salvation

Sword
of the
Spirit

Lesson 5 – Sword handle pattern



Lesson 5 -
Sword blade pattern



Lesson 6 – Fruit Bingo

Love	Joy and Peace	Patience and Kindness	Goodness and Faithfulness	Gentleness and Self-Control



Love	Joy and Peace	Patience and Kindness	Goodness and Faithfulness	Gentleness and Self-Control

Elementary Games and Crafts

Unit 3: The Love Connection



Veggie-Connections:

Connecting to a Powerful Relationship with God

B. Activity Connection – Lesson 1

Choose from the following activities to help kids explore and remember that Jesus came to earth to be our Savior because he loved us (approximately 10–15 minutes each).

1. High-Powered Game: Meeting with Jesus

Divide the kids into two teams. Have them form two large, concentric circles. Pair kids up so that they know who their partner is in the opposite circle. Instruct kids to stand next to their partner but facing opposite directions. The circles will run in opposite directions. The kids on the inner circle are “the words of Jesus.” Give them flashlights. The kids on the outer circle are “Nicodemus,” and each one holds a question card.

At your signal, the kids start running in the direction of their circle. When you shout: **Get plugged in to God**, turn out the lights and have the kids with flashlights turn them on and shine them on the ceiling. At that point, kids should try to quickly find their partner. Once partners find each other, Nicodemus sits down and says: **I have questions!** The kids playing the words of Jesus sit down and say: **You need God’s answers.**

The last pair to find each other and role-play the meeting of Jesus and Nicodemus are eliminated from the game. The game resumes until only one pair remains. Play several rounds, switching game roles and partners each time.



HIGH-POWERED GAME NEEDS:

- Flashlights (one per every two kids)
- Cards with a question mark (one per every two kids)

2. Low-Powered Game: Questions in the Dark

BEFORE YOU START:

Prepare cards for each team. Draw a question mark on index cards, and have one card with “Jesus is the answer” written on it. Tape a start line. About 10’ away, spread each team’s cards face down in a close scattered pattern, about 4’–6’ apart from each other.

Divide the kids into teams. Have kids line up behind the starting line. Give the first two kids in line blindfolds and have them help each other tie them. Also have *VeggieConnections* *Shepherds* assist. Explain that kids will crawl to the area where their cards are spread out. When they reach a card, they will pick it up and crawl back to their teams. Kids can shout directions to keep players on course. Once back, the player can remove the blindfold and give it to the next person in line without a blindfold. Unless the first card is the “Jesus” card, play resumes and players will each retrieve a card. Once the “Jesus” card is discovered, the game is over.

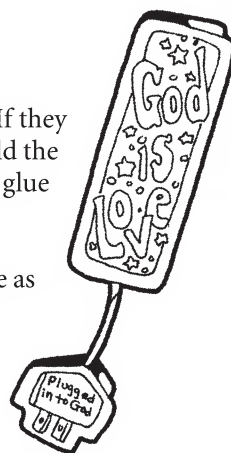
Play additional rounds, especially if the “Jesus” card is found quickly in the first round. Have *Shepherds* mix up the cards for additional rounds.

Nicodemus had lots of questions for Jesus. In this game, you couldn’t win unless you found the “Jesus” card. In real life, Jesus is the answer to all our questions.

3. Craft: Plugged In to God Bookmark

Give each child a piece of yarn and a bookmark to color and cut out. If they wish, they may add their name on the blank line. Show kids how to fold the bookmark with the yarn inside and glue it closed. Help kids fold and glue the plug to the other end of the string

Encourage kids to tuck this colorful bookmark inside their Bible as a reminder to get plugged in to God's love.



LOW-POWERED GAME NEEDS:

- Prepared index cards (one per child)
- Masking/painter's tape
- Blindfolds (two per team)

CRAFT NEEDS:

- Bible Bookmark on page 44 (one per child)
- Scissors
- Colored markers
- Glue or glue sticks
- 12" pieces of yarn

B. Activity Connection – Lesson 2

Choose from the following activities to help kids explore and remember that Jesus can be their Savior and Counselor (approximately 10–15 minutes each).

1. High-Powered Game: Neighbors Helping Neighbors

BEFORE YOU START:

Copy the Savior and Counselor slips (p. 45), and cut them apart. You need one slip for each child (if groups are larger than eight). Tape a start/finish line and spread out all the slips at the other end of the playing area.

Divide the kids into two equal groups. Have a *VeggieConnections* *Shepherd* join a group to make them even if needed. Give the kids in each group one shoe each; give the kids in the other group one pot each. Now that the people of Flibber-o-loo and Jibberty-lot are friendly, they need to help each other. Have groups form teams of up to eight by making pairs of kids from each group (taking one Flibber-o-loo child and one Jibberty-lot child to make a pair). Then explain how pairs in each team are to run to the pile of slips, and using only a pot and a shoe, pick up a slip and carefully balance the slip between the shoe and the pot, and return to the start/finish line. Kids can't put slips inside pots!

HIGH-POWERED GAME NEEDS:

- Savior and Counselor slips on page 45 (one per *VeggieConnections* Group)
- Masking/painter's tape
- Shoes from the site (one for every two kids)
- Pots from the site (one for every two kids)

Once all pairs have returned with a slip, explain the second part of the game. There are eight numbered slips, each with important information about Jesus and his Holy Spirit. Now teams have to carry slips of paper to each other, and go get slips of paper, all in the Flibbian-Jibberty way—using pots and shoes as before. Each team wants all eight slips, so have fun getting them!

Allow teams to play until one team has collected all eight slips. When a team does, have this team read the eight slips. **Flibber-o-loo and Jibberty-lot are make-believe towns, but people in real places need to know Jesus as Savior and his Spirit as Counselor.**

2. Low-Powered Game: Filled with the Spirit

BEFORE YOU START:

Place a small to medium pot in the center of your play area. Have kids make a circle around the pot. Give each child a plastic spoon and have them put the handle end of the spoon in their mouths. Equally distribute the cotton balls to the kids, but keep a few extras. Hold up a cotton ball in the palm of your hand. **The cotton balls are like the Holy Spirit in this game. You can't see or touch the Spirit, just like I can barely feel this cotton ball in my hand. The Bible talks about being filled with the Spirit. We're going to fill this pot with as many cotton balls as we can. Because we all want to be filled with God's Spirit, let's all work as a large team to fill the pot!**

Have kids place a cotton ball in their spoons, and then crawl to the center and drop the cotton ball in the pot. Kids repeat using up all their cotton balls. Give these kids extra cotton balls while remaining kids are still moving their original supply. Aim to have the game end with everyone finishing about the same time.

Play additional rounds using alternate ways of moving such as walking backward, walking on knees, or scooting across the floor on their bottoms.

LOW-POWERED GAME NEEDS:

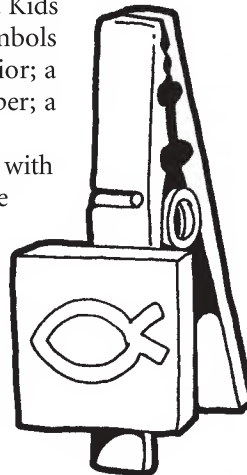
- Pot from the site
- Bag of cotton balls (enough to fill pot plus extras)
- Plastic spoons (one per child)

3. Craft: Homework Helper

Give each child a ceramic tile. Using stickers and/or paint pens, kids should create a symbol on their tile to remind them that Jesus is their Savior and Counselor. They may use common Christian symbols, or they may make create their own. Kids may practice drawing their design on paper first. Some Christian symbols are: ICHTHUS (fish symbol), meaning Jesus Christ, God's Son, Savior; a cross; a dove or flame, for the Holy Spirit; a hand, for God our helper; a triangle, for the Trinity.

Help kids glue their tile to the end of a clothespin so that it is even with the bottom of the tile. Use tacky craft glue or a cool-temperature glue gun with adult help. Until the glue dries, place a rubber band around the tile and the side of the clothespin nearest the tile, to keep a firm contact between the clothespin and the tile. The clothespin and tile should be able to stand up when the glue dries.

The kids can use their clip whenever they need a book page held open. When not used in this way they can leave the clip standing to display reminders, such as prayer requests, and Bible verses to memorize.



CRAFT NEEDS:

- 2" x 2" plain, light-colored ceramic tiles (one per child)
- Stickers
- Fine line permanent or paint markers
- Scrap paper and pencils
- Tacky craft glue or cool glue gun
- Wooden spring-type clothespins (one per child)
- Rubber bands

B. Activity Connection – Lesson 3

Choose from the following activities to help kids explore and remember that God wants us to show our love for him by having attitudes that bring us his blessings (approximately 10–15 minutes each).

1. High-Powered Game: Love Blessings

BEFORE YOU START:

Set up three stations for this game:

1. A zig-zag obstacle course with chairs and taped arrows
2. A relay course with taped start/finish lines
3. A S-shaped course with chairs with yarn attached to each chair

Copy and cut apart the cards. Place a different card at the end of each game station.

Jesus taught we are blessed when we have the hearts, attitude, and actions of loving God and others. In this game, you will all go through three game stations, collecting a card at each one.

Divide kids into three teams. Have teams each start at one of the three game stations so you have about an equal number at each station. The goal is for kids to each collect the three cards, so teams aren't competing against each other. Explain the three stations: **Station 1 is an obstacle course. You run in-between the chairs until you reach the game card. Station 2 is a relay you complete by crab-walking to reach the card and to return. In Station 3 you hold on to the yarn as you run the course and return back.**

Once a player finishes one station and collects its card, he or she can choose either of two remaining stations. Have *VeggieConnections* Shepherds help direct the flow of the kids to the stations, so each station has about the same number of kids.

Once kids have all collected the three cards, ask them to discuss which of the three stations was the easiest and hardest station. **Some of the stations were harder than others.** Have kids look at their three cards. **We need to have the right heart, attitude, and actions to love God. Our Unit Memory Verse says a similar thing: "Love the Lord your God with all your heart and with all your soul and with all your mind."**

Have kids save their game cards for the Kid Connection later in the lesson.

2. Low-Powered Game: Love in Action Charades

BEFORE YOU START:

Copy and cut apart the game slips. Make a set for each *VeggieConnections* Group.

Divide the kids into *VeggieConnections* Groups. Give each *VeggieConnections* Shepherd the game slips. Have kids in each group sit in a semicircle around their Shepherd. Explain this is a charades-type game. Have kids come up in pairs and give them a game slip. Give kids a chance to think how they will act out the loving action. When a child in the group calls out the action, he or she will pick a partner and come get a new slip to act to the group. Play until all the slips are used up.

Jesus taught us to love others. We acted out the second part of our Unit Memory Verse in this game: **"Love your neighbor as yourself?"**



HIGH-POWERED GAME NEEDS:

- Love Blessings Game on page 46 (one per child)
- Chairs
- Masking/painter's tape
- Yarn

LOW-POWERED GAME NEEDS:

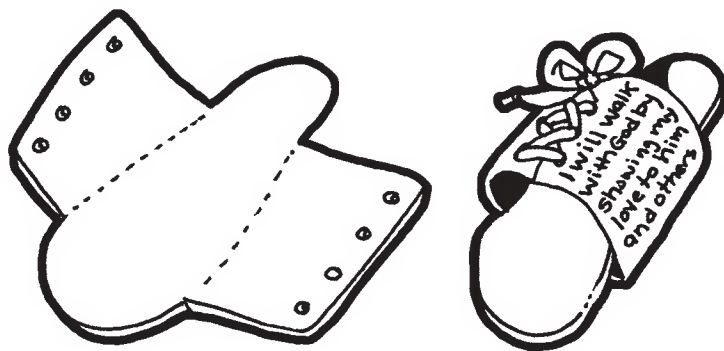
- Acts of Love Game on page 47 (one per *VeggieConnections* Group)

3. Craft: Shoes of Love

Have kids select a shoe from the site or choose what they're wearing. Give kids a piece of card stock and have them trace the outline of the shoe. Then have kids add flaps on either side of the outline that can be folded up together. Have *VeggieConnection* Shepherds assist kids in cutting out their shoe patterns.

With gel pens or markers, have kids write, "I will walk with God by showing my love to him and others. Matthew 22:37-39" on the flap of the shoe. Then have kids fold the flaps on top of the shoe. Give kids hole punches and have them punch four shoelace holes on each flap, just like the flaps on real shoes. Give kids eight hole reinforcements and have them color them with markers, then glue them over the shoelace holes. Give kids one shoelace and have them lace the shoe and tie it.

Show kids the photo of the *Compassion International* child that the class sponsors (or display a photo of a child that someone in the class sponsors). **Often children from poorer parts of the world do not have shoes on their feet. One way you can walk with God is to pray for the kids like** (say the child's name) **who may not have shoes. We can send a special monetary gift to** (child's name) **and ask the Compassion staff to buy shoes for him/her if he/she needs a pair.**



CRAFT NEEDS:

- Card stock pieces (one per child)
- Scissors
- Variety of shoes (from the site)
- Colorful 24" shoelaces (one lace per child)
- Paper reinforcement circles (eight per child)
- Hole punches
- Gel pens
- Glue sticks
- Colored markers
- Picture of a *Compassion International* child that the class or someone from the class sponsors



B. Activity Connection – Lesson 4

Choose from the following activities to help kids explore and remember that Jesus is their source of love (approximately 10–15 minutes each).

1. High-Powered Game: Walking on Water

Tape a start/finish line and an end line about 20 feet away or longer if you have room.

Have kids form two teams and have them line up behind the start/finish line. Station two *VeggieConnections* Shepherds behind the end line and two about halfway between the lines on either side. **Peter walked on the water when he saw Jesus. But he saw the waves and took his eyes off Jesus and then he began to sink. This game may give you an idea of what that might have been like.** Explain how kids will start to walk toward the Shepherds. About a third of the way down the course, the Shepherds will tell kids to start "sinking" by slowly falling to their knees. Then about a third of the way from the end, kids will crawl to the end of the course. When kids reach the end, they should reach out and the Shepherd will pull them up. Kids then shout: **Jesus is my source of faith and love!** and run back to their team, tagging the next player.

When everyone has run the course, say: **You and I will probably never have the chance to walk on water as Peter did. But whenever we start to "sink" in our faith, we can remember Jesus is always there to reach out and pull us to safety. We can be confident that Jesus is our source of love, and he will care for us.**

HIGH-POWERED GAME NEEDS:

- Masking/painter's tape

2. Low-Powered Game: Plugging into the Source

Show kids an extension cord. We use extension cords so electric things can connect to the power source when they won't reach the power outlet source. Jesus is our source of love. We're going to play human extension cord pieces in this game, and you're going to help each other connect to that source. Have kids enter the game area and then allow *VeggieConnections* Shepherds to help kids put on blindfolds. Have kids scatter throughout the playing area.

Explain how this game is similar to Marco Polo, except only the "plug" calls out. Choose one child to be the first "plug." The plug is the only one who can call out: **Connect to Jesus!** to help other kids connect by holding hands. Once a child has connected, he or she becomes the new plug and calls out the phrase. Kids can only connect to the child calling out the phrase. Have Shepherds ensure the "cord" keeps moving at all times. When the last child connects, have a Shepherd call out: **Connect to Jesus!** When the cord connects to the Shepherd, the game is over. Play additional rounds if you have time.

Have Shepherds remove blindfolds from kids while they remain connected. **You are all connected in this game. What are some ways you can help each other stay connected to Jesus?** (*Pray for each other, tell a friend about a Bible verse that has helped you, and so on.*)

3. Craft: My Source of Love Spinner

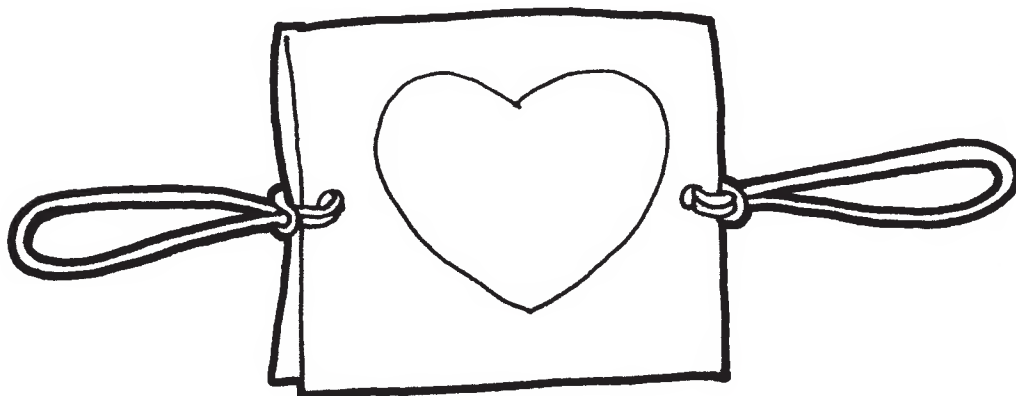
Fold an index card in half, then lay it flat again. On one half of the card place a Jesus sticker. Turn the card around so that the sticker is upside down. On the other half of the card draw a heart that is larger than the sticker. Color the heart. You should now have two pictures on the same side of the card, one of which is upside down.

Fold the card again. Use a hole punch to make holes on the right and left side of the folded card, about midpoint of the sides.

Loop a rubber band through each hole, and secure them by putting one end through the loop of the other end. Pull the rubber bands tight against the punched holes, so that you have a rubber band loop on the right and left sides of the folded card.

To use the spinner, hold the card in front of you. Place the rubber band over several fingers of each hand while your hands are in front of you, palms inward. With the rubber bands on your fingers, wind up the card as much as you can, being careful not to let go of the card. When you have finished winding up, let go and watch the card! As it spins rapidly, it will begin to look like the face of Jesus will be inside the heart. Encourage kids to try using the spinner now.

This is a reminder that Jesus is your source of love! Play with it often and remember the close relationship you can have with Jesus. When you find it hard to love somebody, use the spinner and remember that Jesus is your source of love. He is right there to help you.



LOW-POWERED GAME NEEDS:

- Chairs
- Yarn
- Scissors
- Extension cord
- Blindfolds (one per child)

BEFORE YOU START:

Make boundaries for the game using yarn tied to the backs of chairs spread out around the perimeter of the game area.

CRAFT NEEDS:

- Index cards
- 1" Jesus stickers
- Rubber bands (two per child)
- Markers
- Hole punch

OPTIONAL:

If you are unable to obtain Jesus stickers, kids can draw a picture of Jesus, a cross, a fish symbol, or other 1" image. You'll also need scissors and glue.



B. Activity Connection – Lesson 5

Choose from the following activities to help kids explore and remember that we have Jesus to show us how to forgive (approximately 10–15 minutes each).

1. High-Powered Game: Friends and Forgiveness

Have kids form two teams and stand on opposite sides of the room, lined up side by side. Spread the pots and shoes randomly about, creating obstacles in a large open game area. When you call the command: **Forgive others!** each team hops on one foot across the valley, going around obstacles to get to the other side. If necessary, limit the number of kids who cross at the same time. Have two *VeggieConnections* Shepherds stand on the outskirts of the game area and randomly spray canned string into the playing area, as players cross the game floor. Any time players get sprayed, they must run to the Shepherd and say: **I forgive you!** then go back and continue across. The goal is to be the first team to have all members reach the other side.

HIGH-POWERED GAME NEEDS:

- Pots (from site)
- Shoes (from site)
- Canned spray string

2. Low-Powered Game: Storyboard Forgiveness

BEFORE YOU START:

Copy, cut apart, and mix up the game story slips. Prepare one set for every two *VeggieConnections* Groups.

Have two *VeggieConnections* Groups join together for this review game. If you have an uneven number of groups, have the three smallest groups join together. Have groups sit in a semicircle and give the *VeggieConnections* Shepherds the set of story slips. Explain how this game is like charades, except kids will draw clues instead of act them out. Kids will be given a story slip and they have to draw the part of the Bible story contained on the slip. Kids cannot use the words on the slips. Once the child has drawn the picture, the group guesses the story part. When the guess is made, the child who guesses gets to hold the picture and stand up. Continue with each story slip as above. When the last story part is guessed, have the people holding the pictures come up to the front of the group and arrange themselves in story order, making a picture storyboard. Have some volunteers review telling the story using the storyboard pictures.

Jesus taught this story to show us that God our Father is always ready to forgive us.

LOW-POWERED GAME NEEDS:

- Lost Son Story Slips on page 48 (one per every two *VeggieConnections* Groups)
- Paper
- Markers

3. Craft: Forgiving Love Does Not Let Go

Poke a small hole in the bottom of a paper cup, using a pencil. Tie a metal washer to one end of a 12" elastic cord. Thread the cord through the hole in the cup, pulling the cord so that the washer is lying flat in the bottom of the cup. Place a large heart sticker over the washer to hold it in place in the cup. Tie a bead to the other end of the cord.

If cup has a printed pattern, cover with plain colored paper. Decorate the outside of the cup with heart stickers and a prepared label.

Once everyone has completed the craft, have them imitate your actions with their own cups as you summarize the Bible story.

The younger son began with a close, loving connection with his father. Place the bead in the cup. **But the son wanted to go his own way.** Take the bead out of the cup and let it drop. **The father kept on loving his son, even though he had left.** Stretch the cord and let the bead bounce on the cord. **When the son came back, the father forgave him.** Return the bead to the cup. **The father wouldn't let go of his love for his son. This is the same way that God loves us, and it's the same way he wants us to love others and to forgive them.**



CRAFT NEEDS:

- Plain paper cups (one per child)
- Pencils
- Metal washers
- 12" elastic cord (one per child)
- Heart stickers
- Very large beads (one per child)
- Labels that say "Forgiving love does not let go"
- Tape or glue
- Scissors

B. Activity Connection – Lesson 6

Choose from the following activities to help kids explore and remember that we have Jesus to show us how to love others (approximately 10–15 minutes each).

1. High-Powered Game: Good Samaritan Hop

Have kids divide into two teams of at least three kids. Have each team pick a victim to lie down at the end of the playing area, in line with their team's course. Also, place the bandage next to the each victim. In the story Jesus told, the first two people who came upon the hurt man were too busy to help. In this game, the first two people on each team will hop down to the victim and make a circle around him or her before hopping back to your team. But Jesus told how the third person who came upon the hurt man picked him up and cared for him. The third person in each group will hop to the victim, wrap a bandage around his or her head, and help the person up. They then hop together back to the team. The third person then becomes the new victim and the game continues until everyone has played the victim.

Have *VeggieConnections* *Shepherds* help teams remember their roles in the game (players one and two to round the victim; player three to help).

2. Low-Powered Game: Who's Your Neighbor?

BEFORE YOU START:

Mark start/finish lines for the game (or use High-Powered Game lines). Inflate balloons and place them behind the start line. Have Town Tickets mixed up.

Give each child one of the Town Tickets used in the Veggie Connection and tell kids not to reveal their ticket. Have kids gather in the center of your game area. Have *VeggieConnections* *Shepherds* available to make even teams of four. **This game has two parts. The first part is to make teams of four. Here's how. If you have a Flibber-o-loo ticket, you'll say, "I wear a shoe on my head." If you have a Jibberty-lot ticket, you'll say, "I wear a pot on my head." Everyone will keep saying that sentence. You want to find another person different from you, and then find another pair of kids, making your team of four. Each team will have two Flibbians and two kids from Jibberty-lot.**

After you have made a team of four go to the start line and read the instructions of how to play the second half of this game.

Have kids follow these instructions printed on the game cards:

1. Line up in pairs. Tell each other who has a Flibber-o-loo ticket and a Jibberty-lot ticket.
2. You will race in pairs. You will balance a balloon between yourself and your partner in the following way:
 - If you are two Flibber-o-loo kids, you balance the balloon between your shoes or ankles, because people from Flibber-o-loo wear shoes on their heads.
 - If you are two Jibberty-lot kids, you balance the balloon between your heads, because people from Jibberty-lot wear pots on their heads.
 - If you and your partner are from different towns, you choose any way except using your hands to balance the balloon between yourselves.
3. After each race, you must pick another partner and race by following Step 2 above.
4. When everyone has raced with a different partner, the game is over.

Have *VeggieConnections* *Shepherds* help kids with the game as needed. After the game, have kids gather around you. **You had to make teams of neighbors in this game. Then you played the game differently with each neighbor. Jesus taught we are to love our neighbors, even when they are different from us.**

HIGH-POWERED GAME NEEDS:

- Bandages or strips of cloth (one per team)
- Masking/painter's tape

BEFORE YOU START:

Mark start/finish lines for the game.

LOW-POWERED GAME NEEDS:

- Town Tickets on page 49 (one per child)
- Neighbor Game Instructions on page 50 (one for every eight kids)
- Inflated balloons (one for every two kids)
- Masking/painter's tape



3. Craft: Helping Neighbors Bank



Cut a coin slot in each container lid, using a hobby knife. Give each child a container and lid. Show kids how to cut construction paper and wrap it around their containers. Use craft glue to glue the paper around the container. Set aside to dry.

Give kids magazines and have them cut out pictures of a variety of kids. Using glue sticks, smear glue on the back of pictures and have kids glue them to their containers in a random collage pattern. Have kids write "Helping Neighbors Bank" on blank labels and apply them to the container lid (make sure they don't cover up the coin slot).

The good Samaritan not only helped the hurt man, but he also gave him money for his other needs. Use this bank to put your change in and use it to help a neighbor in need.

If you have a church pantry, explain how kids could save up and give to this ministry.

CRAFT NEEDS:

- Plastic, cardboard, or tin container with lid (one per child)
- Hobby knife
- Construction paper
- Tacky craft glue
- Magazines with variety of everyday people (especially kids)
- Scissors
- Glue sticks
- Colored markers
- Blank self-adhesive labels

B. Activity Connection – Lesson 7

Choose from the following activities to help kids explore and remember to show their love for Jesus because he first loved them (approximately 10–15 minutes each).

1. High-Powered Game: Tossing Love Candies

BEFORE YOU START:

Make sock candies by balling up a sock, wrapping it in plastic wrap, and twisting the ends of the wrap. Wrap an equal number of socks in two colors of plastic wrap. Set up a long row of chairs to divide the playing area. Set a pot on each side five to eight feet away from the row of chairs.

Divide the kids into two teams, and have teams gather on either side of the chairs, behind the pot. Give one team one color of sock candies and the other color to the second team.

Jesus taught that if we love him, we will obey him. One way we obey Jesus is to share his love with others. Each time you toss these soft candies, you will shout: I will share Jesus' love!

Explain the candies are one way to share Jesus' love in the game. Teams will try to give away Jesus' love by tossing their candies into the pot on the other side of the row of chairs. Only half of a team tosses at any given time; assign the other half to be retrievers and pick up missed tosses from their side and give them back to the other team. Both teams toss at the same time, and neither team may block their own pot.

Play until both pots are full and no more candies remain on the floor. Then have kids switch sides and play a second round. If you have extra time, you might want to time the game and see which team can land all their love candies in the other team's pot the fastest.

2. Low-Powered Game: Tic-Tac-Toe: Love to Show

Assign two *VeggieConnections Groups* to each tic-tac-toe grid. Each group plays together as a team. Assign the teams to be either Shoes or Pots. Have kids take turns playing tic-tac-toe using the shoes and pots as Xs and Os. The players on a team take turns choosing where to put their team's pot or shoe on the grid. Each team making three in a row names one way to show love to Jesus. (*Trust him, obey him, love others, learn from him, share, be kind, pray to God, and help those in need.*) Let teams play several times.

HIGH-POWERED GAME NEEDS:

- Chairs
- Two large pots (from the site)
- Prepared candy socks (one or two per child)
- Plastic wrap in two colors

LOW-POWERED GAME NEEDS:

- Masking/painter's tape
- Pots and shoes (from site)

BEFORE YOU START:

Tape a tic-tac-toe grid on the floor or table for every two *VeggieConnections Groups*.

3. Craft: Showing My Love Chart

Give kids a piece of paper and have them turn it lengthwise. Have kids write “Showing My Love” along the top edge of the paper. Provide thin-tipped markers and rulers. Show kids how to make six lines across and two down their pages. Each line should be about an inch apart. At the left hand side of the lines, have kids write Monday–Saturday on each line. Then have kids turn over their pages and apply glue stick over their page. Give kids construction-paper sheets and have them glue their pages to the sheets, centering their pages to make a border with the construction paper.

Have kids punch holes in the two top corners and attach a piece of yarn to allow their charts to hang. Provide an assortment of candies and plastic sandwich bags. Allow kids to place six candies

in their bags and help kids staple their bags to the charts allowing the bag to be opened and resealed. Then have kids decorate their charts with markers or gel pens. **Jesus wants us to show our love by obeying him. Take these charts home and talk to your parents about ways you can show your love through obedience each day of next week. Write down a chore or task and strive to complete each daily task next week. When you complete a daily task, check it off on your chart and enjoy a treat!**



CRAFT NEEDS:

- Paper
- Colored markers or gel pens
- Thin-tipped markers
- Scissors
- Rulers
- Glue sticks
- Construction paper
- Hole punch
- Yarn
- Individual wrapped fun-size candies (six per child) Check with parents about food allergies.
- Plastic resealable sandwich bags
- Stapler

B. Activity Connection – Lesson 8

Choose from the following activities to help kids explore and remember that they can show love to others as Jesus did (approximately 10–15 minutes each).

1. High-Powered Game: Let Me Serve You Relay

Divide kids into two teams. Have everyone remove one shoe and place it in a pile in the center of the room. Then have kids sit in a row on an outer edge of the room on opposite sides. They should sit with their feet out in front of them.

When you shout: **Serve one another**, the first player on each team looks at the shoe worn by the person to his or her left and then runs to the pile to find person’s matching shoe. He or she races back to the person and as a servant puts the shoe on the person’s other foot. Once that player is wearing matching pair of shoes, that player will do the same for the person on the left. The last person in each line will put a shoe on the first person in the line. If kids return with the wrong shoe, they have to run back to the pile for the correct one.

Once the whole team has been served, they shout: **I show my love to others through service!**



2. Low-Powered Game: Compassion Serving

BEFORE YOU START:

Copy and cut apart a puzzle (p. 51) for each *VeggieConnections Group*. Put puzzle pieces in a sandwich bag for each group.

Divide kids into *VeggieConnections Groups*. Give each group a bag of puzzle pieces. Say: **Jesus taught that serving others was more important than status. There are lots of way to serve others, but one special way is shown on this puzzle. Put the pieces together to find out what it is!** Have kids gather in a circle and work together on solving the puzzle. When they have pieced together the picture of the world, have *VeggieConnections Shepherds* help kids to carefully tape the puzzle pieces together. Have kids talk about the children shown on the world map, such as what it might be like to live in that part of the world and what needs they might have. Hold up the world map. **This map shows children from all over the world. Many children like this are poor and have many basic needs. One way we can serve is to help children like these.**

If the class is already sponsoring a *Compassion International* child, point out where the child lives and discuss the needs of children who live in poverty in that area. If the class is not yet sponsoring a child, discuss the *Compassion International* program and tell kids how they can become involved. Send the letter about Compassion's ministry home with the children, include child packets if desired.

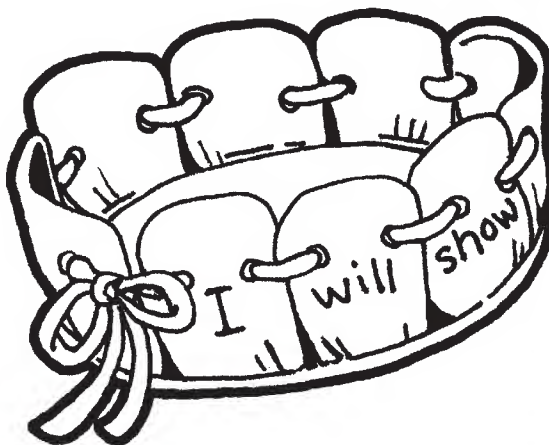
3. Craft: At Your Service Basket

Hand out supplies and have *VeggieConnections Shepherds* help the kids as needed. Place a plastic lid in the center of the pattern and draw a line around it. This marks the bottom of the basket. Then place the lid on a piece of tagboard and trace around the lid. Cut out the tagboard circle and place aside.

Cut around the outer edge of the pattern and along the lines from the outer edge to the outline made with the plastic lid. Bend each of the eight pie-shaped pieces forward, creating a flower-petal effect. Use scissors to round the top of each petal. Punch two holes toward the top and sides of each petal.

Turn the pattern over and print on it, one or two words on each petal: "I will show my love to others through service," being careful to avoid the punched holes. Glue the tagboard circle in the inner circle on the bottom of the pattern, being sure that the words are on the outer side. Weave yarn or ribbon to weave through the holes to bring the petals together, forming a basket. Decorate the basket with markers.

Fill the basket with slips of paper on which kids will write different ways family members can serve each other. You also might want to provide a few candies or flowers to add to the baskets.



LOW-POWERED GAME NEEDS:

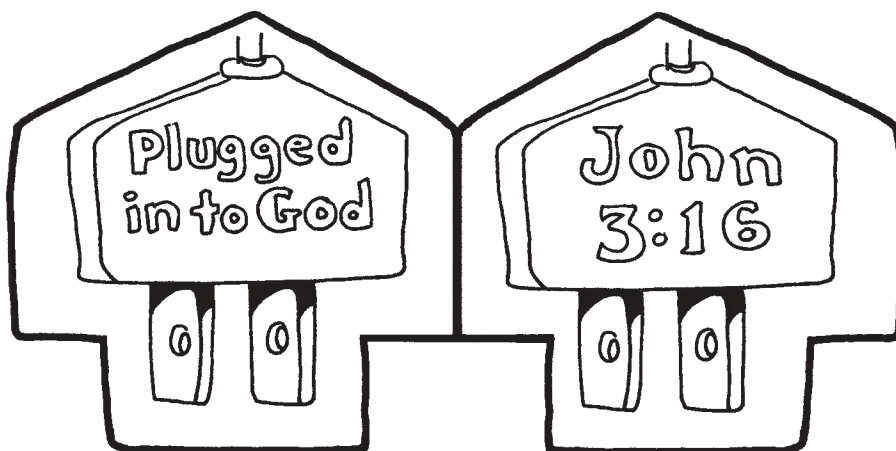
- World Compassion Puzzle on page 51 (one per *VeggieConnections Group*)
- Tape
- Sandwich bags

CRAFT NEEDS:

- Basket frame pattern on page 52 (one per child)
- 3" plastic lids or circle patterns
- Tagboard
- Scissors
- Markers
- Hole punch
- Glue
- Yarn or ribbon (1 1/2 yards per child)
- Paper slips
- Optional: small candies or flowers

BEFORE YOU START:

Copy the basket frame pattern (p. 52) on tagboard.



1. Jesus forgives us.

2. Jesus died for our sins.

3. Jesus is alive forever.

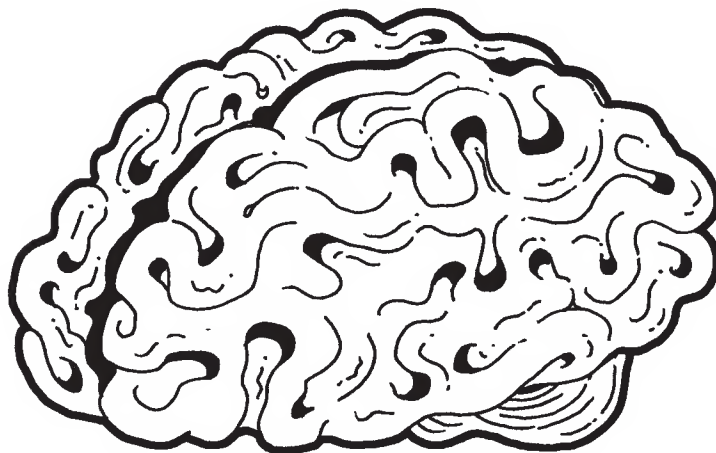
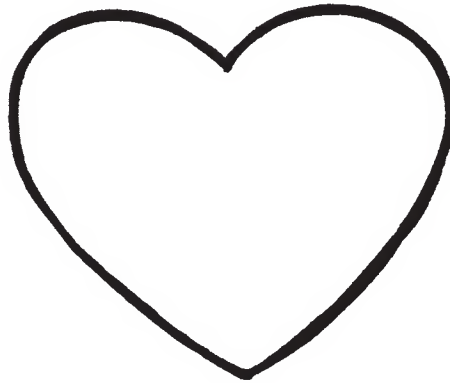
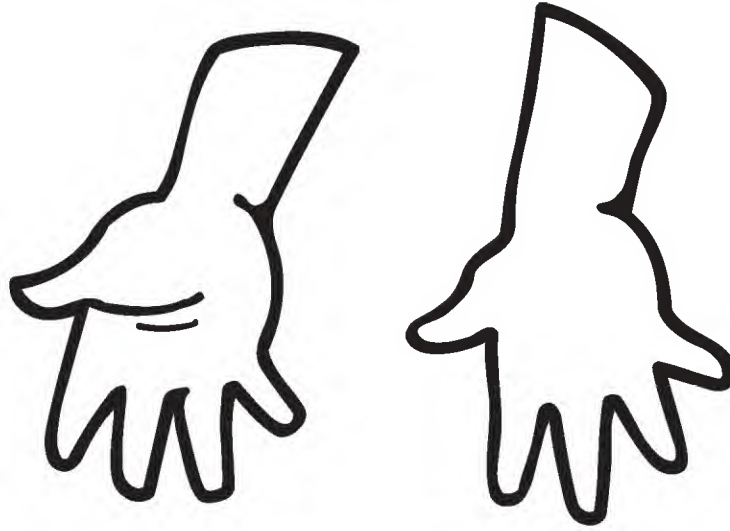
4. The Spirit helps us understand God's Word.

5. The Holy Spirit is always there.

6. The Spirit helps us make good choices.

7. The Spirit shows us right from wrong.

8. Jesus is my Savior and Counselor.



1. Visit a sick person.

2. Help carry in groceries from the car.

3. At lunchtime, sit by a child at school who is alone.

4. Help wash dishes.

5. Comfort someone who is sad.

6. Share your treats with someone else.

7. Help a friend with his homework.

8. Help your parents vacuum.

9. Feed your pet dog.

10. Help a younger child tie his shoes or zip her jacket.

11. Help wash the family car.

12. Help erase and clean a whiteboard at school.

Younger son asks his dad for his money.

Son wastes all his money.

Son is hungry.

Son gets job feeding pigs.

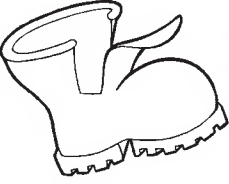
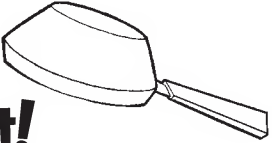

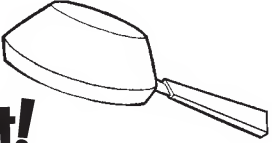
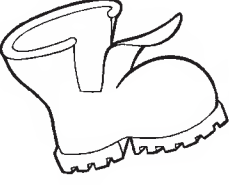
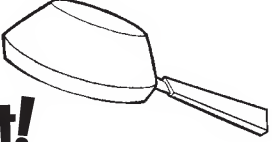

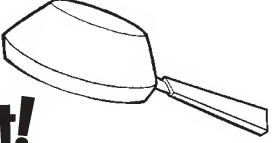

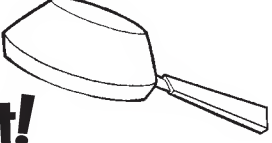

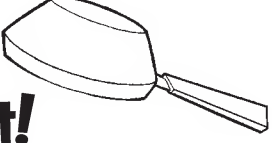
Son decides to go back to his father.

Father hugs son.

Father throws party.

Older son is mad.

Father talks to older son.

 <p>Welcome to Flibber-o-loo!</p>	<p>Welcome to</p> <p>Jibberty-lot!</p> 
 <p>Welcome to Flibber-o-loo!</p>	<p>Welcome to</p> <p>Jibberty-lot!</p> 
 <p>Welcome to Flibber-o-loo!</p>	<p>Welcome to</p> <p>Jibberty-lot!</p> 
 <p>Welcome to Flibber-o-loo!</p>	<p>Welcome to</p> <p>Jibberty-lot!</p> 
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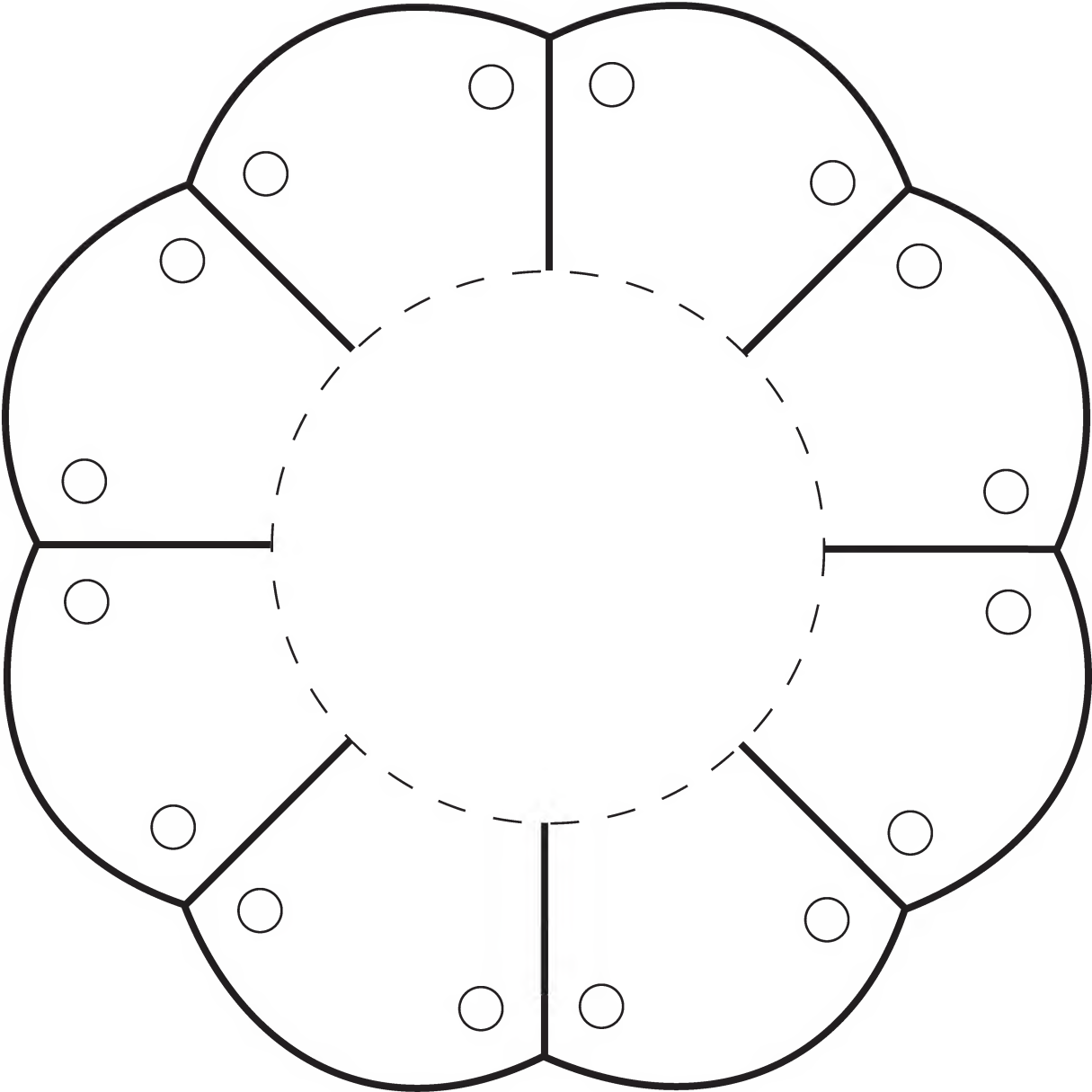
Lesson 6 – Neighbor Game Instructions

1. Line up in pairs. Tell each other who has a Flibber-o-loo ticket and a Jibberty-lot ticket.
 2. You will race in pairs. You will balance a balloon between yourself and your partner in the following way:
 - If you are two Flibbero-loo kids, you balance the balloon between your shoes or ankles, because people from Flibber-o-loo wear shoes on their heads.
 - If you are two Jibberty-lot kids, you balance the balloon between your heads, because people from Jibberty-lot wear pots on their heads.
 - If you and your partner are from different towns, you choose any way except using your hands to balance the balloon between yourselves.
 3. After each race, you must pick another partner and race by following Step 2 above.
 4. When everyone has raced with a different partner, the game is over.
-

1. Line up in pairs. Tell each other who has a Flibber-o-loo ticket and a Jibberty-lot ticket.
 2. You will race in pairs. You will balance a balloon between yourself and your partner in the following way:
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 - If you are two Jibberty-lot kids, you balance the balloon between your heads, because people from Jibberty-lot wear pots on their heads.
 - If you and your partner are from different towns, you choose any way except using your hands to balance the balloon between yourselves.
 3. After each race, you must pick another partner and race by following Step 2 above.
 4. When everyone has raced with a different partner, the game is over.
-

Lesson 8 – World Compassion Puzzle





Elementary Games and Crafts

Unit 4: The Trust Connection



Veggie-Connections:

Connecting to a Powerful Relationship with God

B. Activity Connection – Lesson 1

Choose from the following activities to help kids explore and remember that God wants us to know him and trust him (approximately 10–15 minutes each).

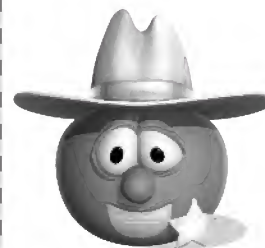
1. High-Powered Game: Tagging Problems

Show the kids the boundaries of the playing area. Set up a chair on the edge of the playing area. Have one VeggieConnections Shepherd hold the stickers and sit on the chair. Identify this as the Trust Station. If you have a large group, you may want to designate more than one Trust Station.

Divide the group into two teams. Give one team the bandannas of one color to tie around their necks or tie a length of yellow ribbon around a wrist of each player. Give the other team the other bandannas or tie a red ribbon around their wrists.

One team begins as the “problems.” Their goal is to try to “spread” the problems by tagging players on the other team. When kids are tagged, they should go to the Trust Station. If the tagged kid is able to describe one event in Joseph’s life where he showed that he trusted God, the Shepherd puts a sticker on his shirt. If the child is able to identify a time when kids in real life need to trust that God knows what’s best, he gets two stickers.

After several minutes, switch the roles of the teams.



HIGH-POWERED GAME NEEDS:

- Bandannas of one color for half the class (or wide yellow ribbon)
- Bandannas of a second color for half the class (or wide red ribbon)
- Scissors (if using ribbon)
- Stickers

2. Low-Powered Game: Trust Croquet

BEFORE YOU START:

Copy and cut apart the eight game cards. For each *VeggieConnections Group*, lay out a game area. Set up additional game areas if groups are larger than eight kids. Put a tape start/finish line about six feet away from the game area. Randomly lay game cards face up on your floor, ensuring cards are out of story order.

Have kids divide into *VeggieConnections Groups* or into groups of up to eight kids and gather around a game area. Give the first child the table-tennis ball and paper-towel mallet. Explain to kids that each card has one part of Joseph story written on it (as used in the Bible story). The first player will look over the cards and determine which is first in the story. Here is the order to reference during the game:

1. Sold as a slave.
2. Punished for doing the right thing.
3. Spent years in prison but didn't commit a crime.
4. Didn't get helped by a friend.
5. Faced an all-powerful king.
6. Had to run a country.
7. Needed to forgive mean brothers.
8. Had to convince his brothers.

The player will then use the mallet to hit the ball so it stops on or rolls over the card. If the player has chosen the correct card, he or she can pick it up and return to the group. If the card is wrong, the player leaves the card there and returns to the group.

The next player will aim for the second story card (unless the first player was wrong), and players continue until the last card is hit and collected (some players may have two rounds). Have kids determine the correct story order and then line up in a semicircle holding the cards in that order, so kids can all see the cards. Say: **Joseph's life story was filled with many years trusting God. Joseph didn't know why some of the things happened to him. But he always trusted God.**

3. Craft: Mini Chalkboard Signs

Explain to the kids that some restaurants have chalkboard signs where they write the "Special of the Day," which is a certain food offered only that day. The Rootin' Tootin' Pizza Place is no different, except that their "specials" are really special—straight from God's Word. The class will enjoy a new "special" each day they come to Dodgeball City.

Give each child a piece of 5" x 7" cardboard. Fold in half so that the cardboard forms a 5" x 3 1/2" shape that can stand up. (If using cereal boxes, put the plain side on the outside.) Kids may write their names on the inside of the fold. Help the kids measure and draw a 3" x 4 1/2" rectangle in the center of one side, leaving a border around the edge so that it looks like an old-fashioned chalkboard slate. Have *VeggieConnections Shepherds* help younger kids.

On the border, help the kids write "Special of the Day." Then the kids paint the rectangle in chalkboard paint. Have the kids spread a little glue around the unpainted border (but not over top of the words). On this glue they drop bits of raffia or hay to give their chalkboard a rustic or "hay bale" look. Tie a length of twine around a small piece of chalk and glue the loose end of the twine to the chalkboard.



LOW-POWERED GAME NEEDS:

- Joseph Story Game cards on page 65 (one per *VeggieConnections Group*)
- Table-tennis balls (one per group)
- Paper-towel tubes (one per group)
- Masking/painter's tape

CRAFT NEEDS:

- 5"x7" piece of cardboard from boxes, back of tablets, or inside of cereal boxes (one per child)
- Permanent markers or pens
- Rulers
- Chalkboard paint (available at craft stores)
- Paintbrushes
- Paint shirts and table coverings (optional)
- Glue
- Raffia or hay
- Twine
- Scissors
- Small pieces of chalk (one per child)

OPTIONAL:

If chalkboard paint is not available, you may use a 3" x 4 1/2" piece of black construction paper so that it looks like a chalkboard. Use chalk or white crayon to write "Trust God" on it. Note: this option is not erasable.

Point out today's Connection Word, *trust*, on the large "Special of the Day" board on the wall in the Rootin' Tootin' Pizza Place. While the paint is drying, ask volunteers to tell what it means and how this word can help them connect with God this week.

When the paint is dry, let the kids write "Trust God" on their board, as a reminder of who kids need to put their trust in God!

B. Activity Connection – Lesson 2

Choose from the following activities to help kids explore and remember that they can trust God to help them with their problems (approximately 10–15 minutes each).

1. High-Powered Game: Brothers Against Brothers Tug of War

BEFORE YOU START:

Tape a masking-tape line about 6' for each *VeggieConnections Group* down the center of the playing area. Tape a sign, "Egypt," on one side of the line.

Joseph was outnumbered by his mostly angry brothers. But one brother, Rueben, tried to save Joseph. Let's see what that might have been like in this game.

Have kids divide into *VeggieConnections Groups* and give each a jump rope or clothesline. Have groups move to the playing area and have groups choose the first Joseph and have this child stand on the side of the line away from Egypt. Choose another child to stand on the other side (choose equal-sized kids for this first round).

Allow the kids to begin the game. If Joseph doesn't get pulled across, add another child to the brother's side and play again. To help Joseph out for the next round, have another child join Joseph, while reminding kids how Rueben tried to save Joseph. As long as Joseph continues to hold his or her own, continue to add another brother until Joseph can't avoid being pulled into Egypt. Allow new kids to play Joseph and Rueben.

After several rounds of involving all the kids, say: **At some point in this game, Joseph's brothers were too much for him, and he was pulled over the line into Egypt. In the Bible, Joseph was taken away to Egypt and sold as a slave. He faced big problems. But he kept his trust in God to help with his problems. And we need to trust God with our problems, too.**

2. Low-Powered Game: Knock 'Em Down with Trust in God!

Have each *VeggieConnections Group* stand around three sides of a table. One player should stand at one short end of the table with the ball. The kids standing at the far end should set up five bottles for bowling and should be given markers and five labels. Have the *VeggieConnections Shepherd* stand next to the bowler and offer advice as needed.

Before bowling, the Shepherds ask their groups: **How do you think Joseph felt about the problems he had with his brothers?** (*Angry, confused, hurt, afraid, surprised, disappointed.*) Say: **We have these feelings also when problems come to us.** The kids at the end of the table should write these feelings on each label. If more than five suggestions are made, they may write more than one feeling on the labels. They should attach the labels to the bottles and stand them up on the table across the end.

Say: **We can overcome some bad feelings we have when we have problems, just as Joseph did.** The first bowler should think of one way to handle negative feelings when faced with a problem or a way to build trust in God. The player can ask for help from one other player if he is having trouble coming up with an idea. After saying the suggestion, the player can roll the ball down the table to try to knock over the bottles. You may give each player two chances to roll if he doesn't knock down all the bottles on the first try (but he only needs to give one suggestion).



HIGH-POWERED GAME NEEDS:

- Masking tape
- "Egypt" sign
- Jump rope or clothesline (one per *VeggieConnections Group*)

LOW-POWERED GAME NEEDS:

- Long tables (one per group)
- Softball or similar plastic or rubber ball (one per group)
- Plastic bottles, 16 oz–1-liter size, labels removed (Five per *VeggieConnections Group*)
- Markers
- Large adhesive labels

Kids should then rotate one space, moving another player to the bowling position. The new kids on the end should set up the bottles again. Continue play until all group members have had at least one chance to bowl.

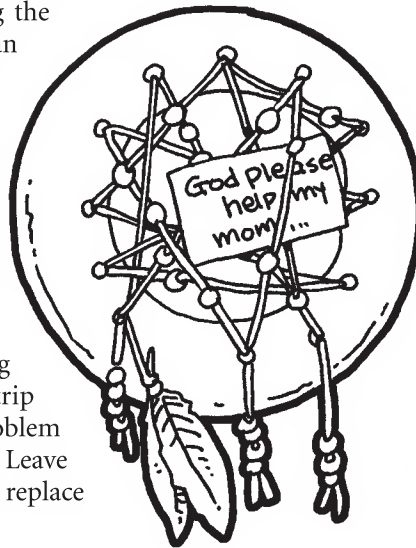
3. Craft: Trust in God Problem Catcher

Show the kids a completed sample of the craft and explain that this “net” or “web” can remind them that their problems can be “caught” when they pray and ask God’s help. Then lead the children through these directions:

Cut out the center of the paper plate to make a ring. Punch holes around the ring, at least eight holes. Weave yarn through the holes, crossing back and forth from one side of the plate to another, until yarn has been looped at least once through every hole. The kids do not have to string the yarn in any particular order. While weaving, beads can be added. Tie the end of the yarn to a hole anywhere on the ring.

Tie additional small pieces of yarn as desired on the yarns already woven so that they hang down decoratively. Beads, feathers, and small twigs can be tied to these bits of yarn. A small strip of tape can be added to hold items in place. Tie three feathers and beads to the bottom of the ring to hang below the ring.

On a strip of paper, write a brief prayer, asking God to help you with a problem. Weave the strip through some yarns. Say that kids can use this problem catcher to talk to God by writing him prayer notes. Leave the notes up until the prayers are answered, and replace them with notes of thanks as they are answered.



CRAFT NEEDS:

- Small paper plates
- Scissors
- Hole punch
- Yarn or string
- Beads with large holes
- Feathers
- Twigs
- Transparent tape
- Paper cut into 8 1/2" x 1" strips
- Pencils or pens



B. Activity Connection – Lesson 3

Choose from the following activities to help kids explore and remember that they can show their trust in God by obeying him (approximately 10–15 minutes each).

1. High-Powered Game: Temptation Stomp!

Have kids divide into their *VeggieConnections Groups*. Have kids remove their shoes. Give children balloons and have them inflate them and tie them off. Have *VeggieConnections Shepherds* assist younger children. Have Shepherds prompt kids to discuss some temptations they may be facing or general struggles kids face. Give kids markers and have them write a temptation on their balloon.

Have kids move into a central area to play the game. Provide yarn, and have kids tie one end of the yarn securely around the knot in their balloon and tie the other end around their ankles. **When Joseph was tempted by Potiphar’s wife, he told her he couldn’t sin against God. He chose to stomp out that temptation. In this game, you get to stomp out the temptations written on the balloons. Everyone plays until the last temptation is stomped out (balloons broken). You can’t touch anyone during the game; only use your feet to try to stomp another player’s balloon.**

Play until everyone’s balloon is stomped out. Then have Shepherds cut off the yarn holding the broken balloons. Have kids each give their balloon to another person, saying “God will help you stomp out temptation!”

Just as you helped each other stomp out your balloon temptations, you can help each other stomp out temptation in real life. Keep your balloon as a reminder to help yourself and your friends overcome temptation.

Have kids put their shoes back on before the next activity.

HIGH-POWERED GAME NEEDS:

- Balloons (one per child)
- Yarn (3' pieces per child)
- Black permanent markers
- Scissors

2. Low-Powered Game: Temptation Helpers

Divide kids into *VeggieConnections Groups* and have groups spread apart so there is about 10 or more feet between groups. If you don't have this much space, combine groups. Provide about 25 cotton balls per group. Have kids sit in a large circle (about 10 feet) equally spaced around the circle. This is the playing area. Have kids in each group brainstorm some common temptations. (*Lying, cheating, stealing, name calling, swearing, hitting or fighting others, cutting in line, disobeying parents.*) After each temptation is listed, have that child toss the cotton ball into the middle of the playing area. Fill the playing area with as many temptations as can be named. Then have *VeggieConnections Shepherds* scatter any remaining cotton balls, saying there are probably at least as many temptations that are unnamed as the ones kids have named.

Temptations are all around us. And if we're honest, we would say that we are often tempted by friends. In this game, each person is going to go out into the world (indicate playing area), and the rest of us are going to try to help the player avoid temptation. Each player will be blindfolded, and they will very carefully move through the playing field by listening to the advice to help avoid the temptations. Just like in real life, it will be impossible to avoid all the temptations, but we'll see who can be tempted the least by touching the fewest cotton balls.

Blindfold the first player and have him or her enter the playing field on hands and knees. Keep track of how many cotton balls player touch with their hands only (knees don't count). Allow each player to play about two minutes.

After everyone has played, announce the winning player. Remind kids that to be winners in real life, they can choose friends who will help them avoid temptation and to trust God.

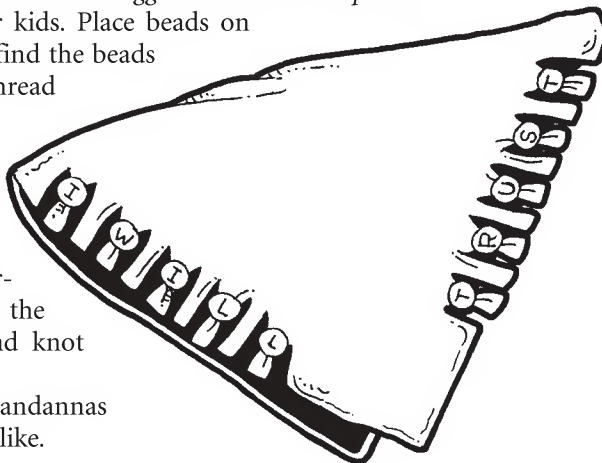
3. Craft: Trust Bandanna

BEFORE YOU START:

Make copies of the Trust Bandanna Pattern (page 66) for each child. Cut the pattern out. Fold bandannas in half, making a triangle. Lay the bandanna on a flat surface, with the folded edge facing away from you. Place the pattern on top of the cloth, lining up the V pattern with the triangle edge of the fabric. Lift the top layer of the triangle-shaped fabric slightly and staple the pattern to the bandanna, where indicated on the pattern. For younger kids, you may want to make the cuts yourself or allow *VeggieConnections Shepherds* to do so during the craft time. If you make the cuts, remove the patterns from the bandannas.

Tell the children that they are going to make beaded, bandanna kerchiefs to wear to remind them to trust in God. Pass out bandannas with patterns attached for those needing cuts to each child. Show kids how to carefully cut along the patterns. Then use a stapler to remove the pattern from the bandanna. Have *VeggieConnections Shepherds* handle the scissors for the younger kids. Place beads on each table. Instruct the children to find the beads that spell "I will trust." Have them thread "I will" on the left side, one bead through each of the five fabric strips that are cut. Have kids refer to the pattern to assist with the bead locations if needed. After each bead is threaded on, tie a knot underneath it to hold it in place. Thread the word "trust" on the right side, and knot below each bead.

Allow students to wear their bandannas for the rest of the day if they would like.



LOW-POWERED GAME NEEDS:

- Cotton balls (about 25 per *VeggieConnections Group*)
- Bandanna blindfolds (one per group)



CRAFT NEEDS:

- Trust Bandanna Pattern on page 66
- Stapler
- One bandanna per child
- Scissors to cut fabric
- Staple removers
- Large alphabet beads, can be substituted with plain beads with letters written on them; the beads will spell "I will trust"

B. Activity Connection – Lesson 4

Choose from the following activities to help kids explore and remember that they can trust that God is with them in hard times (approximately 10–15 minutes each).

1. High-Powered Game: Catch that Attitude

Have the kids sit in a circle facing each other. Each child will have a bandanna lightly tucked into their back pocket or their collar. Tell the kids in the circle they represent the prisoners that were in jail with Joseph. Choose one child to represent Joseph.

Say: **We all have to go through hard times. But we know that God is with us no matter what we go through. In our game, Joseph has the right attitude and if he comes by and grabs your bandanna, he wants you to “catch” his attitude. You must run around the circle in the opposite direction that Joseph runs. Whoever gets back to your spot first keeps the spot, and the new person gets to be Joseph.** If Joseph doesn’t get back to the spot after two tries, he or she gets to pick a new Joseph.

As an option, explain that to make the game harder (just like things seemed to keep getting harder for Joseph) this time when Joseph grabs a bandanna, they must both go around the circle backward, or on their hands and knees, or some other way.

Spend a little time talking about a time when things seemed to keep getting worse for the kids or talk about someone they know who always seem to have the right attitude, even in hard times.

2. Low-Powered Game: Finding the Right Attitude

BEFORE YOU START:

Make two or three copies (depending on the size of your group) of the Attitude Words (p. 67) and cut the words apart, separating the positive and negative words. You’ll want to scatter the negative words out in your area, making them easy to find, such as on the floor near chairs or along walls. For the positive words, hide them in more difficult places, like taping under chairs or tables, taping in the site setup areas, and even on your hat!

Say: **Just like in the Old West, people would go searching for gold, we’re going to look for another kind of treasure. All around the room little pieces of paper are hidden. Your job is to find them. But you only have one minute.**

Divide the kids into two teams and give them one minute to find the slips. At one minute, call time and have teams join you. Have kids look at their slips. Ask for volunteers to read some of the slips. Most likely, there will be more negative comments. **You didn’t have a lot of time to find the paper slips. But what you did find pretty easily were the negative words. How is it easy to have negative attitudes in real life?** Allow responses.

Have kids leave their paper slips before having teams find the remaining paper slips without timing them. Give hints to help kids find them if needed. When the slips are found, have teams join you in the same places they were previously. Have teams count up their *positive* slip total from both rounds. Announce a winner, but tell them they’ll get their reward later.

Ask for volunteers to read the slips from each team. Kids should be reading mostly positive words. **It took a little longer to find the positive words. Just like it is easy to quickly find a negative attitude, finding a positive attitudes may take more time, especially when things are hard. Even though Joseph was unfairly put in jail, he chose to have a positive attitude, and things went well for him.**

Encourage kids to keep one or two of the positive attitudes as a reminder and have the winning team collect their reward by gathering all the negative papers and throwing them away (without complaining!).

HIGH-POWERED GAME NEEDS:

- Bandannas (one per child)



LOW-POWERED GAME NEEDS:

- Attitude Words from page 67
- Watch with second hand
- Tape

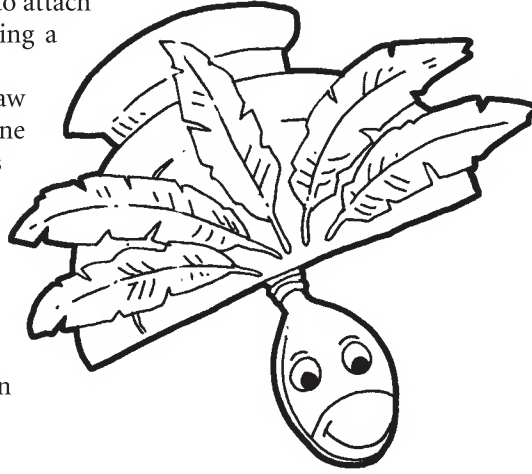
3. Craft: Good Attitude Flyers

Joseph had a positive attitude and trusted God was with him, even when he was wrongly put in jail. When someone has a good attitude, he may feel like he can “fly” above his problems. These flying birds will help you to remember to have good attitudes when you face hard times, just like Joseph did.

Cut paper plates in half. Also cut one half again for the tail section and set aside. Distribute a paper plate half to each child. Have the kids glue feathers onto one side of their plates. Cut another paper plate in fourths, and give each child a tail-section piece. Show them how to attach the pointed end to the bird’s body, forming a tail (see craft illustration).

While the glue dries, have kids draw eyes and a beak on the rounded part of one of the spoons. Line up the two spoons together, with rounded edges on the outside, and use a rubber band to fasten the spoons together.

Duct tape the spoons to the bottom of the paper plate with the feathers and spoon face on top. The feathered friends are ready to soar and can be gently flown through the air.



CRAFT NEEDS:

- White paper plates (one per child)
- Feathers
- Glue
- White plastic spoons (two per child)
- Rubber bands
- Duct tape
- Fine-tipped permanent markers
- Scissors

B. Activity Connection – Lesson 5

Choose from the following activities to help kids explore and remember that they can trust God to give them courage (approximately 10–15 minutes each).

1. High-Powered Game: Courage to Face the Challenge

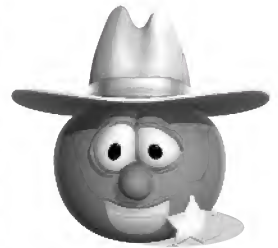
BEFORE YOU START:

This game works best with a large square area like a gym. You could play outside and *VeggieConnections* *Shepherds* catch the plastic hoops.

Divide kids into two teams and have them spread out along both ends of the playing area. Select two kids from each team to be rollers. Have two kids move to one side of the playing area, and the other two on the opposite side. Give these kids an equal number of the plastic hoops. Point out how *VeggieConnections* *Shepherds* will act as coaches in this game.

Say: **Joseph needed courage as he faced the challenges of prison life. In our game, the hoops represent challenges you face. You will run across the playing area to the other side, trying to avoid being hit by the rolling challenges. Rollers will continue to roll the hoops back and forth to each other. When you are standing on either side, that is the safe zone. You can run at any time, but you can only stay in the safe zone for 10 seconds. Coaches will time you and tell you that you must run and face the challenges after you’ve been in the safe zone for the 10 second limit.**

Start and stop the game often, allowing new hoop rollers to come from both teams. If kids are finding it easy to avoid being hit by the circles, shorten the boundaries of the game and continue playing.



HIGH-POWERED GAME NEEDS:

- Plastic hoops (at least eight)
- Watches with second hand (one per Shepherd)

2. Low-Powered Game: Building Courage

Say: **Joseph needed to build his courage by trusting God to handle the challenges he faced. We're going to "build courage" by trying to build a bigger tower in this game.**

Have kids divide into two teams. If you have more than 20 kids, form another pair of teams. Have teams line up behind the start line and give the first player on both teams a cup and plate. Kids should balance their plate on top of the cup to start. Then have them move to the stack of cups and plates and each place a cup on top of the plates. They must hold their stack with one hand and get the cup or plate with the other hand. Then players will go back to their teams and hand off their stack. Each player will alternately stack plates and cups as high as they can before the stack falls. When the stack falls, the next player will start with the one-plate-cup combination at the beginning of the game and resume play. Have *Veggie-Connections* Shepherds collect fallen cups and plates and restack them.

Play several rounds, counting the number of stacked caps and plates and challenging teams to build higher stacks. After the game, say: **You built plate-and-cup towers in this game. You may have needed more courage as the tower got higher. As you face growing struggles in your life, remember to trust God to help you build courage.**

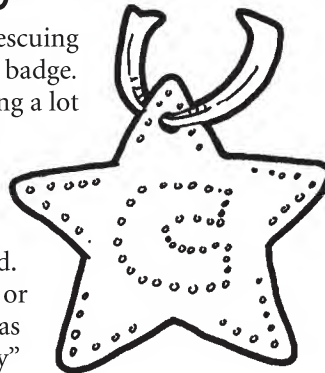
3. Craft: Badge of Courage

Explain that when people show unusual courage, such as rescuing someone, they are sometimes presented with a medal or a badge. Today's badges represent courage and may even end up looking a lot like the badge of Deputy Dodge!

Instruct children to use a marker to trace the star pattern on the flat part of a pie pan. Help the kids cut out their stars.

Next, the kids place their stars on a piece of cardboard. They use the pointed tip of a nail to punch a design, pattern, or word on the star. The kids may want to brainstorm ideas together. Perhaps a "C" for courage or a simple word like "Try" could be punched into their star.

The kids may want to punch a hole at the top of the badge for a ribbon to thread through so that it can be worn around the neck. Or have an adult use a cool-temperature glue gun to fasten a pin to the back of the badge.



LOW-POWERED GAME NEEDS:

- Paper or foam cups (one per every two kids)
- Paper or foam plates (one per every two kids)
- Masking/painter's tape

BEFORE YOU START:

Tape a start line, and stack plates and cups at the far end of the playing area.

CRAFT NEEDS:

- Small foil pie pans
- Star patterns (from cookie cutters, cardboard shapes, and so on.)
- Markers
- Scissors
- Scrap cardboard squares
- Long, thick nails
- Ribbon or craft pins with a cool glue gun (optional)

B. Activity Connection – Lesson 6

Choose from the following activities to help kids explore and remember that they can strengthen their trust God by building their relationship with him (approximately 10–15 minutes each).

1. High-Powered Game: Grain-Building Race

Divide the kids into two relay teams. Have teams line up next to each other behind the starting line. Give each player a cup. Explain how Joseph had seven years to build buildings to store the grain before the seven years of famine came. In this game, teams will see how high they can build grain towers with their cups. But tell kids they won't have seven years to build their towers—only 70 seconds! (If you have large teams, increase the time to 90 seconds or two minutes).

On **Go**, have kids race to the building line and place their cup (upside down works best) and race back and tag their team member, who repeats the process. Kids will have to think quickly once the building begins, so they don't knock down the cup tower. Play several rounds to see if teams can build bigger towers in the same time. End the game by having everyone build the same tower, without timing them, to see how big the tower can be.

HIGH-POWERED GAME NEEDS:

- Disposable cups, all the same size (one per person)
- Masking tape
- Watch with second hand or stopwatch

BEFORE YOU START:

Tape a starting line and about 10' away, tape a building line.

2. Low-Powered Game: Do You See What I See?

Have the kids sit in a large circle and send one child out of the room with a *VeggieConnections Shepherd*. If you have more than 20 kids, form two circles and play two games at the same time. The kids should all sit in the same manner, for example with their legs crossed. Pretend the child who left the room is Joseph. Explain to the kids you are going to pick one child to be the Pharaoh and he gets to choose a simple activity such as patting his legs. Everyone else follows and does the same; however, they should try to pick up the change without looking directly at the Pharaoh. The Pharaoh then must quietly change the activity such as patting one leg, then rubbing one arm, rubbing his chin. Practice a bit before Joseph comes back in.

When Joseph re-enters, he or she must try and figure out (interpret) who the Pharaoh is by watching carefully. Say: **Joseph had a tough job to do. He had to figure out what was going on with the Pharaoh. He listened carefully and trusted God to show him what the dreams meant. Let's see if our Joseph can figure out who the Pharaoh in our group is by watching and listening carefully.** Begin the game, and allow as many kids to take turns as you have time for being Joseph and the Pharaoh.

3. Craft: Growing Closer to God Book

Give kids two pieces of cardboard, tan copies of book pages, and other craft supplies. Say: **All through his life, Joseph trusted God. Even as he faced hard times and difficult challenges, Joseph made his relationship with God the most important thing in his life. We're going to make booklets that will help you build your relationship with God, too!**

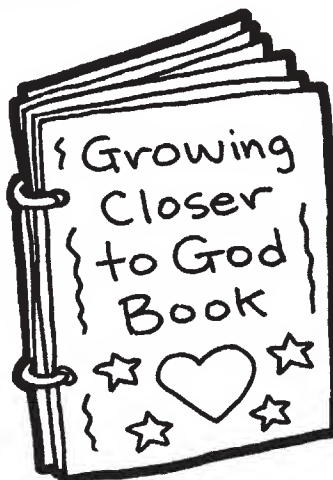
Have kids fold each page in half, with the copy facing out, creasing the fold. Have *VeggieConnections Shepherds* help kids to ensure they fold it squarely. Then have kids open the pages and smear glue stick on the inside of the pages and fold it again. Have them use a Bible or other book to flatten the pages. As the children work, encourage them to look at the pages and talk about ways to strengthen their trust in God and build their relationship with him.

Next, have kids use markers to write on one of the cardboard covers: "Growing Closer to God Book." Then have Shepherds help kids punch two holes along the left-hand edge of the cardboard cover, one near the top and one near the bottom. If your hole punches aren't working, have Shepherds use a closed pair of scissors and carefully punch the holes. Line up the back cardboard piece and repeat for it. Have Shepherds help kids line up the pages with the holes punched in the cardboard and mark the holes on the pages with a pencil. Then have kids use the hole punch to make these holes.

Give kids the opened circle rings and have them feed the ring through the cover, pages, and back cover. Have kids feed both rings before closing them to complete the book. Have kids open their books to the first page. Say: **This book has four ways you can grow closer to God. The first page encourages you to read your Bible. On this page you can write favorite Bible stories or Bible verses. Have kids turn to the second page. Page two is for prayers. Here you can write down prayers, like you've been doing on the Prayer Cactus. You can keep track of answered prayers and list people who need prayers, as well as prayers for yourself.**

Have kids turn to page three. **This page is for ways for you to help others. Joseph was willing to help in the prison he was in. You can write down people who need your help or ways you can serve. They don't have to be big things, just things you think God wants you to do.** Have kids turn to last page. **This page is for you to list people you want to tell about Jesus. Bob and Larry remind us that you are special and God loves you very much. What better thing can you tell your friends?**

Take these books home and use them often to help grow your relationship with God!



CRAFT NEEDS:

- Cardboard pieces 6" x 9" (two per child)
- Tan or beige paper
- Growing Closer to God Book pages 1–2, page 68 (one per child)
- Growing Closer to God Book pages 3–4, page 69 (one per child)
- Glue sticks
- Markers
- Hole punches
- Small 1" notebook circle rings (two per child)

BEFORE YOU START:

Copy the book pages on tan or beige paper, one per child. Also make a few extras for mistakes.

B. Activity Connection – Lesson 7

Choose from the following activities to help kids explore and remember that they can trust God's plan (approximately 10–15 minutes each).

1. High-Powered Game: My Life: God's Plan!

BEFORE YOU START:

Prepare index cards with the following numbers and labels: 1. Family 2. School 3. Friends 4. Hobbies. You'll need 1 set for every team. Copy on card stock and build the Game Cube (p. 70), 1 per team. Tape a masking tape start line. Place stacks of the four index cards, face down, about 10'–15' away from the start line, in line with each team's starting line area.

Joseph was put in charge to carry out his plan to save the people from starving. Joseph followed God's plan for his life, from being a slave to a ruler. God has a plan for life, too. In this game you'll be reminded of all the areas of your life that God has a plan for.

Divide kids into *VeggieConnections Group* teams. Give each team a game cube. Explain kids are to roll the cube and the player rolling the cube needs to get the index card with the number on the cube. Have the player run up to the stack of cards and lift the top card. If the number matches, the player runs back with the card. If the card doesn't match, the player puts the card facedown on the bottom of the stack, and runs back to his or her team. Players each take turns rolling the cube and running to the cards. When a team has all four cards, they shout out: **I will trust God's plan for my life!**

The trick in the game is the two possible rolls on the numbers cube. If "Take Card" comes up, this team can take a card from another team. If "Give Card" is rolled, this team must give one of their collected cards away to another team. Teams must select different teams to give cards to or take cards from each time.

Allow teams to play until one team gets all four cards, or all the cards are taken from the piles and teams can't make a complete set of four. Say: **In this game, sometimes other teams took your cards taking away your chance to win. Sometimes in life, people or situations mess up your plans. But you can always remember to trust God and the plans he has for you. His plans are always best.**

2. Low-Powered Game: When Life Gives You Lemons

BEFORE YOU START:

Have lemonade prepared or use boxed lemonade packages. Recruit a Shepherd to have the lemonade set up in another room or outside. Have chairs set up for kids to practice playing. Have the Shepherd review his or her reading role when kids are brought in for losing in the game.

Say: **There's a common saying that many people use, "When life gives you lemons, make lemonade." What does that mean? (Lemons are bitter, but lemonade is sweet.) When Joseph trusted God's plan for his life, he could endure the hardships that came to him. He told his brothers, "What you used for bad purposes, God used for good." He understood that God was able to use all those problems and reveal what his good plan had been all along.**

Divide kids into small groups. Have each group sit in a circle and explain that they will need to pass the lemon around the circle without using their hands or arms. They should use their feet or legs as best they can. If they can figure out another way (such as standing and passing it under their chin) that's fine, too. When someone drops the lemon, they must leave the room with a Shepherd. Don't tell the kids about the lemonade set up in the other room. Have the *VeggieConnections Shepherds* say to kids when they've taken them out: **Remember how we said sometimes when bad things happen, God uses them for good. Well, in this game when you lose, you win. The people who drop the lemon get lemonade!** Have another circle outside the room where the kids who dropped the lemon can keep playing and practicing! Play until all the kids come out for the lemonade.

HIGH-POWERED GAME NEEDS:

- Game Cube on page 70
- Index cards
- Marker
- Masking/painter's tape



LOW-POWERED GAME NEEDS:

- Lemons (one per group)
- Lemonade and cups

3. Craft: Stampin' with Spuds

Ranchers brand their cattle to identify which belong to them. While cattle graze out in the fields, several herds can get mixed up. But when it's time to round them up, ranchers can tell which cattle are theirs by the brand. Their brands are symbols that tell the name of their ranch. For example, a brand of the Double Bar Ranch might be a circle with two bars in the middle.

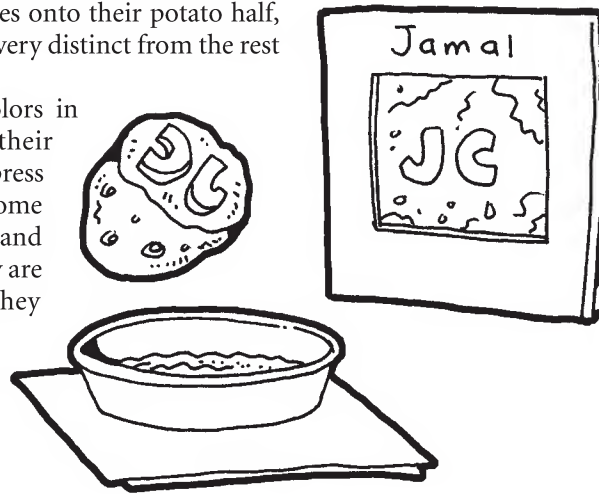
When we have a relationship with God, we belong to him. He cares for us and we are part of his plan. Let's create brands using the potatoes, making symbols that will remind you that you belong to God. For example, you might make a "JC" that stands for Jesus Christ or your initials linked to a cross. Be creative as you make your own design. After we carve out our symbols, we will dip the stamps in paint and stamp our brands!

Give kids a piece of cardboard and a piece of white fabric, cut larger than the cardboard. Have *VeggieConnections* Shepherds help kids stretch and staple the fabric onto the cardboard, making a canvas.

Kids should design a branding symbol on paper; then carve their symbol with plastic knives onto their potato half, making sure to have the final stamp very distinct from the rest of the potato.

Put several tempera paint colors in the pie pans. Kids should dip their branding stamp into the paint and press it lightly onto paper to take up some excess paint. Practice pressing the brand on a white sheet of paper. When they are happy with their design, then they should press the brand carefully onto their fabric canvas.

Say: **This brand will remind you that you belong to God and that his plan for you is good.**



CRAFT NEEDS:

- Stiff cardboard box pieces (one per child)
- White pieces of fabric (one per child)
- Staplers
- Paper
- Potatoes, cut in half (one per child)
- Markers
- Plastic knives
- Paint shirts (optional)
- Tempera paint, several colors
- Foil pie pans
- Paper
- Paper towels



B. Activity Connection – Lesson 8

Choose from the following activities to help kids explore and remember that they can show their trust in God to others (approximately 10–15 minutes each).

1. High-Powered Game: Trust Sharing Obstacle

BEFORE YOU START:

Set up a large obstacle course using chairs, boxes, tables, and other safe objects. Set the course up to have four to six outside starting points, and have the finish point be the center. Place a "God" sign on the center object. Each leg of the course should have six to eight obstacles. Use masking/painter's tape to make arrows showing the path of the course around and under (for tables).

Have kids divide into teams of three. Give a blindfold to one child in each team. Have teams line up at the start areas of the course. Explain the game as follows: **The blindfolded player in each team is someone who needs to trust God. This player will move out on to the course, and when he or she doesn't know which way to go, will call out, "I need to trust God!"** Then your two helpers can tell you which way to turn and move to the next obstacle. You can call out for help anytime you need to. Teammates can only call directions when you call out for help.

HIGH-POWERED GAME NEEDS:

- Chairs
- Boxes
- Tables
- "God" paper sign
- Masking/painter's tape
- Bandanna blindfolds

Have the first teams begin the course. When kids are about halfway through their leg, send the next set of players through the course. When teams reach the center, have the blindfolded player remove his or her blindfold and shout: **Praise God!**

Have kids in teams switch roles so everyone can negotiate the course. After everyone has completed the course, have kids gather around the center of the course. Say: **You needed to say “I need to trust God!” to get help in this game. That is like people who need to know God. You led blindfolded players to God in this game. That is what people who don’t know God need.** Encourage kids to look for ways to share Jesus with their friends.



2. Low-Powered Game: Gold Rush

BEFORE YOU START:

Fill one bag or box for each team with Styrofoam peanuts or shredded newspaper. Copy and cut apart the seven Bible-story sentences on page 71. Roll up each sentence and place it in its own egg. Hide one set of eggs in each bag/box.

OPTION:

If you don’t have plastic eggs, roll up the sentences and wrap small rubber bands around them. Use tan or brown paper to copy the sentences on and use shredded brown grocery bags to fill the boxes with. Alter the instructions to kids to fit the new items.

Have each *VeggieConnections* Group form a team, or divide the kids into groups of up to seven. Explain: **Out here in the Wild West, we sometimes go panning for gold. Here in Dodgeball City, we do it a little differently. Y’all are going to dig for gold nuggets, but our nuggets look a lot like Easter eggs. And they have nuggets of truth hidden inside them! It’s your job to find the nuggets and put the sentences from our Bible story in the right order.**

Have the groups spread out, and give each group a prepared burlap bag or box. At your signal, the players take turns digging through their bag/box until they each find an egg. When all seven have been found, the kids open them, read the sentences, and then work together as a team to put them in the right order as they happened in the Bible story. Have *VeggieConnections* Shepherds on hand to help with reading.

LOW-POWERED GAME NEEDS:

- Burlap bags or cardboard boxes (one per team)
- Styrofoam packing peanuts or shredded newspaper
- Gold Rush Game on page 71 (one set per team)
- Small-size plastic Easter eggs (seven per team)

3. Craft: “Wanted” Posters

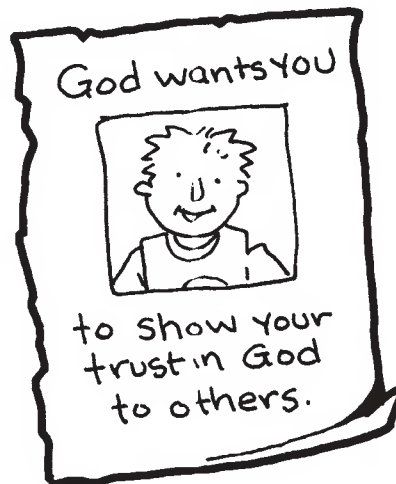
Say: Every Western sheriff has “Wanted” posters hanging in his jail. This “Wanted” poster is of the good variety . . . it’s about YOU! God wants you to show your trust in him to others.

Give children one-half of a brown paper grocery bag each. Have them tear out a large rectangle. They may roll the edges or wrinkle the whole piece to give it an “old” look.

Give each child a black marker to draw a large rectangle in the center. At the top the kids print “God Wants YOU.” Beneath the rectangle they print “to show your trust in God to others.” Neatly print this on the board for the kids to copy.

Have kids use pencil to draw a picture of themselves in the rectangle. Then they trace their picture in black marker.

As the kids work, talk about people to whom they could show their trust in God and ways to do that. Then brainstorm places they could hang their “Wanted” poster at home to remind them to pray for these people.



CRAFT NEEDS:

- Brown paper grocery bags (one for every two kids)
- Black markers
- Pencils

Sold as a slave.

**Punished for
doing the
right thing.**

**Spent years in prison
but didn't
commit a crime.**

**Didn't get helped
by a friend.**

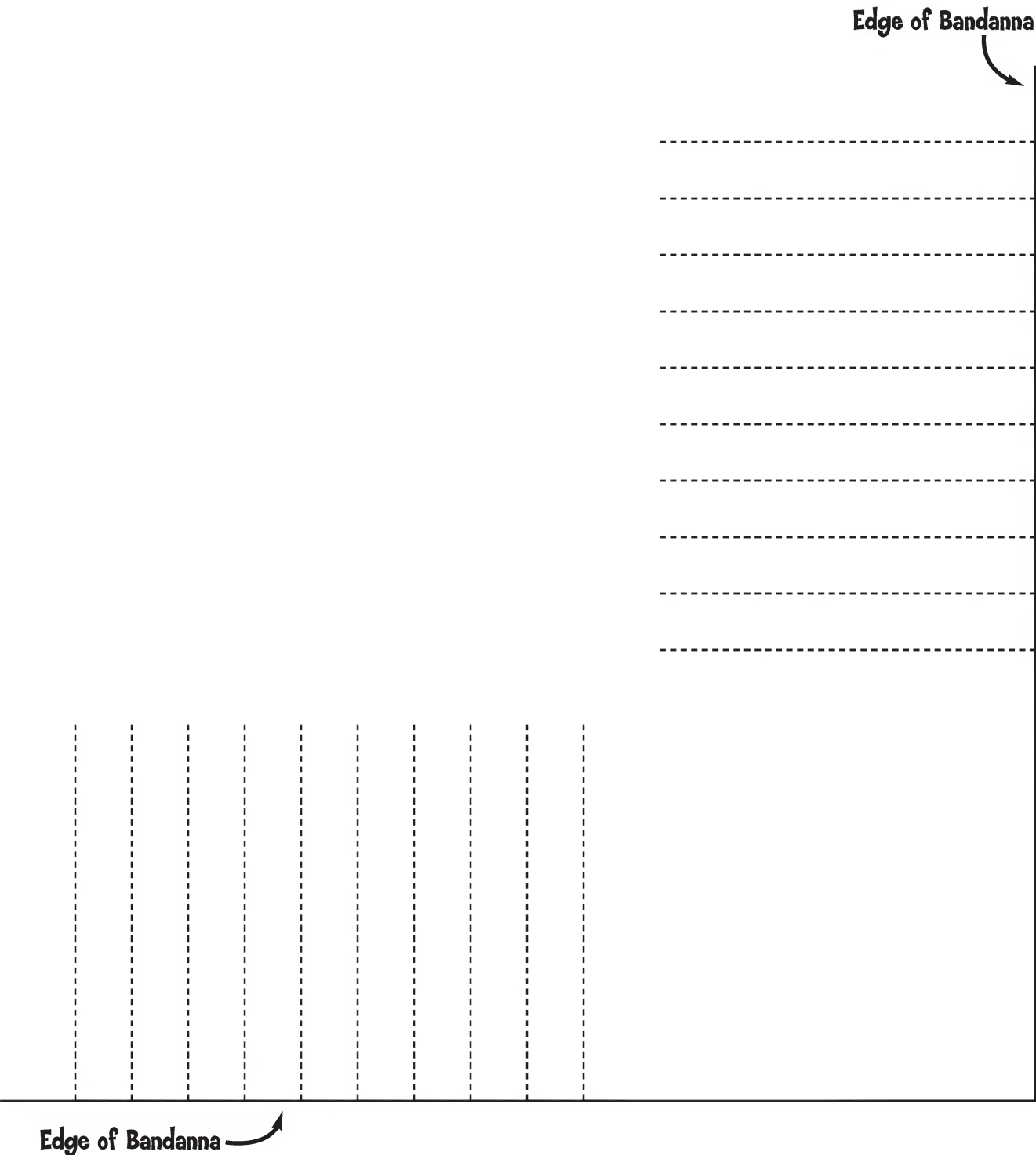
**Faced an
all-powerful king.**

**Had to run
a country.**

**Needed to forgive
mean brothers.**

**Had to convince
his brothers.**

Lesson 3 – Trust Bandanna Pattern



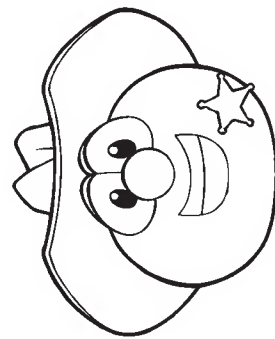
Lesson 4 – Attitude Words

Positive Words:

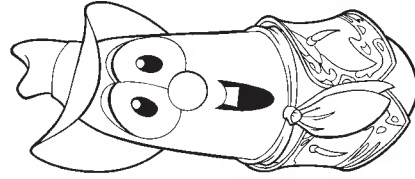
Negative Words:

Having patience	Being impatient
Sharing with others	Being selfish
Saying kind words	Gossiping
Trying hard	Cheating
Not giving up	Giving up
Helping others	Making excuses
Being friendly	Arguing
Being self-confident	Putting yourself down
Being generous	Swearing
Being joyful	Being grumpy
Looking for good in situations	Seeing the bad in situations
Being a peacemaker	Showing uncontrolled anger
Showing self-control	Disobeying parents
Showing humility	Being prideful
Being thankful	Complaining
Forgiving others	Not forgiving others

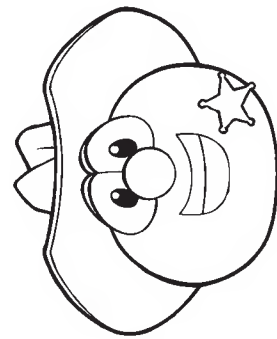
will grow closer to God
by reading my Bible.



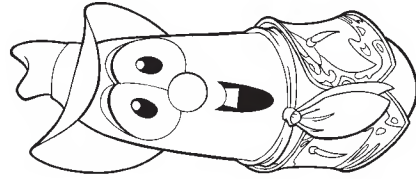
will grow closer to God
by praying.

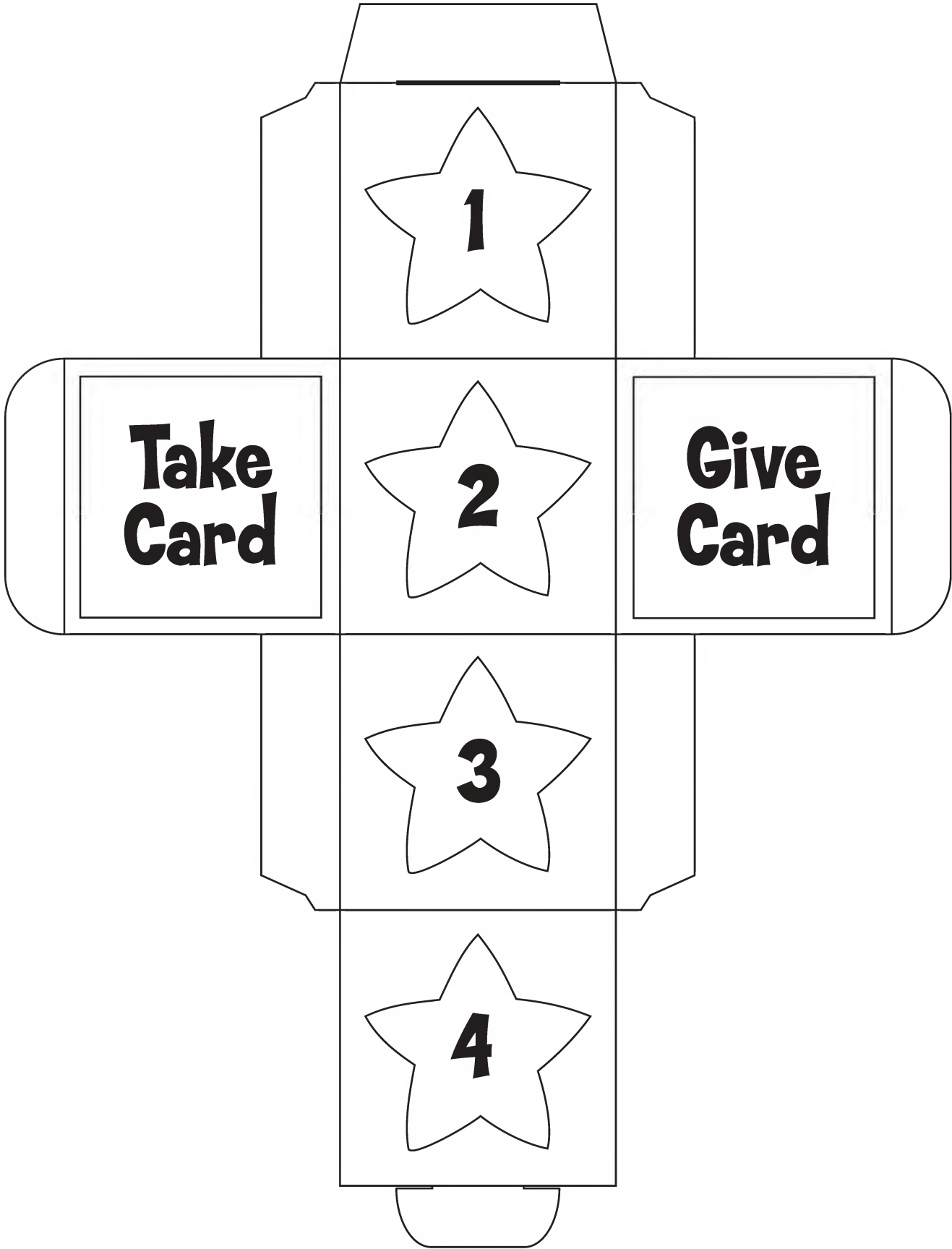


will grow closer to God
by serving or helping others.



will grow closer to God
by telling others about Jesus.





Lesson 8 – Gold Rush Game

Joseph's 11 brothers and their dad, Jacob, moved to Egypt.

Jacob died.

Joseph's brothers were scared he would finally get even with them.

The brothers wrote Joseph a letter to ask forgiveness.

Joseph went to visit his brothers.

Joseph reassured his brothers that he forgave them.

Joseph took care of his brothers and their families.

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Elementary Games and Crafts

Unit 5: The Time Connection



Veggie-Connections:
Connecting
to a Powerful
Relationship
with God

B. Activity Connection – Lesson 1

Choose from the following activities to help kids explore and remember that God wants us to know that he is eternal (approximately 10–15 minutes each).

1. High-Powered Game: Round and Round

Explain to the kids that this game is all about circles, because a circle reminds us of how God is eternal. He has no beginning and no end. Have the kids stand in a circle and hold hands. Break the circle at one point and let the two players rejoin hands through a plastic hoop. Explain that the goal is to move the plastic hoop around the circle without dropping hands. If more than one *VeggieConnections Group* is playing, you can make it a race. To make it more interesting, add another plastic hoop. (Hint: the child will need to step through the plastic hoop to get it to their other side.) As the hoop goes around, play music from the *VeggieConnections Music CD*. Optional: have the children say the Program Verse as they step through the hoop.

2. Low-Powered Game: Long-term Links

BEFORE YOU START:

Use masking tape to make a circle in middle of the game area about 10'–15' in diameter. If you have more than eight groups, form two circles. Place the strips of paper in the middle of the circle. Make sure your staplers are full of staples.

Have *VeggieConnections Groups* gather around the circle. Kids line up relay-style behind the circle line.



HIGH-POWERED GAME NEEDS:

- Plastic hoop
(one or two per group)
- *VeggieConnections Music CD*
- CD player

Explain that the object of the game is for teams to create the longest link of paper circles. Remind kids that just as John told other people that God is eternal, we need to tell our friends that God is eternal. We can do that by making connections, or linking up with people we know and telling them that God is eternal.

At your signal, a player on each team runs to the center, grabs a strip of paper, makes a loop, and staples it. Have a *VeggieConnections Shepherd* in the circle helping younger kids with their loops. Then the player runs back to their team and hands the loop to the next person. Each player on a team repeats the process, adding more loops to the chain as they go. After everyone has had one turn to make a loop, set a time limit on the game and call out 30-second and 10-second warnings. At the end, see who has created the longest chain.

When you have measured the chains, have all the groups link their chains together into one large circle. Say: **Just like each one of us made one of the links in this circle, we're all connected to each other because we're all connected to God. Do you see how our circle has no beginning and no ending place? It reminds us that God is eternal; he has no beginning or end either!**

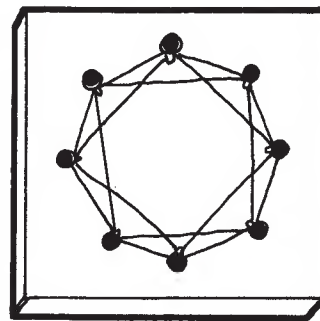
3. Craft: Circle String Art

Give each child a prepared foamboard and a copy of the pattern. Have kids cut the circle pattern out and center it on their foamboards. Have *VeggieConnections Shepherds* help younger kids with their pins. Place a map pin at the edge of the circle, next to each number on the pattern. Leave the pins sticking up just a little bit. After all eight pins are on the board, discard the paper pattern.

Give each child a 4'–6' piece of string. Make it a manageable length because they can tie additional string on if necessary. Tie one end of the string onto pin number one and wind around the circle, wrapping the string around each pin, until you go around the entire circle. As the children work, explain the eternity of a circle and the eternity of God's unconditional love for us, his children.

After the kids have gone around the circle, they can continue winding in various directions. One suggestion is to start with pin one and go to each of the odd numbered pins, then go to all of the even numbered pins. Encourage the kids to be creative!

When the children are done with their string art, make a knot at the final pin and cut the excess string.



LOW-POWERED GAME NEEDS:

- Masking tape
- Strips of 1" x 5" colored paper (three per child)
- Staplers (one per *VeggieConnections Group*)
- Watch with second hand

CRAFT NEEDS:

- Foamboards, 9" x 9" (one per child)
- Circle String Art Pattern on page 82 (one per child)
- Scissors
- Eight map pins per child
- Colored string, or embroidery floss

B. Activity Connection – Lesson 2

Choose from the following activities to help kids explore and remember that God is with them all the time (approximately 10–15 minutes each).

1. High-Powered Game: Stuck-Together Relay

Designate the starting line. Divide the kids into two teams. Say: **We know that Jesus sent the Holy Spirit to be with us. When we have a relationship with Jesus, the Holy Spirit is with us all the time. It's like he's stuck together with us like superglue. Now you can be glued to someone and help.**

Have the kids within each team pair up with a partner and use 3-foot strips of cloth to loosely tie together one ankle of each partner. Set two bunnies at the opposite end of the game area. Explain that the goal of the game is for two pairs to be the first to grab their bunny. Allow each pair a moment to decide how they want to get to the bunny—hop, crawl, roll—whatever crazy way they want to get there.

Allow everyone to call: **Ready, set, go!** The first pair that grabs the bunny must call out: **God is with me all the time!** before racing back to their team with it. Continue to play until all of the pairs have had a turn.

HIGH-POWERED GAME NEEDS:

- Chocolate bunny cutouts or stuffed bunnies
- 3' strips of cloth (one for every two kids)

Let the kids sit down, and briefly discuss with them: **How would having God's Spirit with you be a help to you?** (*The Spirit could help me know right from wrong when I face a temptation; he could give me peace when I'm afraid; he could help me understand what I'm learning from the Bible; and so on.*)

2. Low-Powered Game: Time and Place Connection Game

BEFORE YOU START:

Photocopy the Here and Now Chart (p. 83) on two different colors of paper. Cut the columns apart. Set aside the Here column of one color and the Now column of the second color as your answer key. You should have remaining a Here column in one color and a Now column in another color. Cut them into individual strips.

You now have enough strips for 15 kids to have a "Here" strip (all one color) and 15 more kids to have the corresponding "Now" strip (all in the second color). If you have fewer than 30 kids, be sure to eliminate matching sets of strips. If you have an odd number of children, let a *VeggieConnections Shepherd* play. If you have more than 30 children, make additional copies of the chart on the two colors of paper. If you have younger kids who do not read well, you may attach the slips to candies of various colors and shapes so that kids will be able to match pairs of identical candies.

On the board write: "How can the Holy Spirit help you here and now?"

Gather the kids in the R&D Lab to play. Mix up the strips, and give one to each child. If you have an uneven number of children, let a *VeggieConnections Shepherd* play. Allow a moment for kids to read their strips; let Shepherds help as needed.

At your signal, the kids are to find another child (with the opposite color strip) whose "Here" makes sense with their "Now" situation or vice versa. Kids may need to talk with a number of other kids before finding a good match. (Younger kids who do not read well will be able to find their pairs by the candies attached, or with help from Shepherds.) As soon as pairs match, they should throw their arms up in the air and shout: **Connection!**

Once the pairs are connected, they should move over to the board and read the question: **How can the Holy Spirit help you here and now?** (referring to the situation on their matched pair). Pairs should discuss ideas and should remember the answers they come up with. Have a *VeggieConnections Shepherd* available to help as needed. Once a pair has thought of an answer, they give each other a high-five and wait for the other pairs to finish.

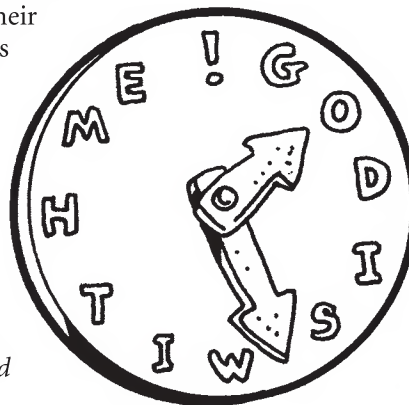
At the end, come together in a large group and let each pair share their situations and answers with everyone.

3. Craft: "All the Time" Clock

Set out the letter stickers and craft foam arrows in the middle of the Assembly Line tables. Give each child a wooden "clock." Explain that instead of adding the 12 numbers to the clock, they are going to add the letters that spell, "God is with me!" in the spots where the numbers go. Allow kids to choose their own letters and colors for the phrase. Have the kids place the letters on their clocks; help as needed.

Give each child a brad and have *VeggieConnections Shepherds* help the kids poke a hole in the end of both arrows and thread the arrows onto the brad. Then help the kids find the premade hole in their clock. With help from Shepherds, the kids take turns hammering their brad into the hole. They should leave the brad sticking up a little (not hammered down tight) so that the foam arrows can be turned.

Ask the kids questions about how they spend their day. **What time do you get up in the morning?** Have them set their clock for the various times. **What time does school end?** **What are you usually doing at 4:30?** Talk briefly about how God is with them throughout the day. **Is there any time that God takes off and is not with you?** (*No! God even watches over us while we sleep.*)



LOW-POWERED GAME NEEDS:

- Copies of the Here and Now Chart on page 83
- Scissors
- Hard candies, various colors and shapes in pairs (optional)
- Chalkboard or large blank paper



CRAFT NEEDS:

- Circles of wood 4" x 3/4" (one per child)
- Letter stickers, 1/2" tall, to spell "God is with me!"
- 1 1/2" arrows cut from craft foam (one per child)
- 1" arrows cut from craft foam (one per child)
- 3/4" brads (nails) (one per child)
- Hammers
- 1/8" bit and drill (optional)

BEFORE YOU START:

Pre-drill 1/8" holes or hammer the holes in the center of the wooden circles about halfway and remove the brads. Cut the two sizes of arrows out of the craft foam, one pair for each child.

B. Activity Connection – Lesson 3

Choose from the following activities to help kids explore and remember to spend time with God (approximately 10–15 minutes each).

1. High-Powered Game: Walking in the Light Relay

BEFORE YOU START:

You'll need as dark a room as possible for this game. Place penlights in the middle of your playing area, covering them with a box. Using the box as a center hub, place masking tapes start lines equally distant from the hub, forming a circle outline with the lines. Make the line distance about 10' from the box if you have room. You'll need one line for each *VeggieConnections* Group team.

Say: We've been talking about "walking in the light." If we are walking in the light, others will be illuminated from our glow. Turn on your penlight and turn off the lights. Divide kids into *VeggieConnections* Groups or equally distribute kids in teams around the taped start lines. Kids should line up relay-style. Kids will crab-walk to the box in the center, get a penlight from under the box, turn it on, placing it on their stomachs, balancing it as they walk, and crab-walk back to their team. Once kids have retrieved a light, they should leave it on.

As more kids complete the course, the room will get brighter and brighter. Allow all the groups to finish, then have teams sit down where they are. Turn on your penlight and ask kids to turn off theirs. **God wants us to walk in the light.** Have kids, one at a time, turn on their lights. **Remember to allow your light to shine around you so others will be attracted to Jesus' light!**

2. Low-Powered Game: Lights, Camera, Action!

BEFORE YOU START:

Write one word or phrase each on slips of paper: *flashlight, light bulb, Christmas tree lights, lamp, sun, star, lightning, lighthouse, street light, lantern, campfire, firefly, match, car headlights, torch, candle, camera flash.*

Divide the kids into two teams. Have one member of Team 1 pick a word and draw it on the easel or board. Give Team 1 one minute to call out the correct name of the item. If Team 1 hasn't guessed correctly, allow Team 2 one minute to guess. When a team guesses correctly, they must also call out a way they can "walk in the light." Award one point to the team with a correct guess. Have the teams switch back and forth taking turns guessing and calling out ways to walk in the light.

After the game, announce the winning team and say: **It may have been pretty easy to call out the types of light in this game. But walking in God's light may not be as easy. Whenever you see these different kinds of light used in our game, let it remind you to look to Jesus' light as you walk with God.**

3. Craft: Glow-in-the-Dark Heart Hangers

Gather kids at the Assembly Line. Pass out a wooden heart to each child. Instruct kids to paint one side with glow-in-the-dark paints. Explain to the kids the glow paint can remind them that God's love shines brightly, even in the dark. Set the hearts aside on the Assembly Line to dry.

Give kids a foam doorknob hanger and permanent markers. Have kids write, "Jesus is the Light!" near the top of the hanger (leaving enough room for the hearts to be glued on the lower half of the hanger and not cover up the words). Kids could also use the markers to decorate the hanger.

After the hearts are dry, show kids how to glue them to the door hangers. Set aside on the Assembly Line to dry.

Say: **You can put these on the door of your room as a reminder that Jesus is the Light; and God's love can encourage you, even when you face dark times in your life.**



HIGH-POWERED GAME NEEDS:

- Penlights (one per child)
- Box
- Masking tape

LOW-POWERED GAME NEEDS:

- Prepared paper slips
- Chalkboard or easel with large paper for drawing
- Chalk or markers

CRAFT NEEDS:

- 2"–3" wooden hearts (one per child)
- Small paintbrushes
- Glow-in-the-dark paint
- Craft foam doorknob hangers (one per child)
- Permanent markers
- Glue
- Paint shirts or smocks (optional)

B. Activity Connection – Lesson 4

Choose from the following activities to help kids explore and remember that God wants us to set godly priorities with our time (approximately 10–15 minutes each).

1. High-Powered Game: Vine and Branches Connect

Divide the kids into two teams. Have one team tie red ribbons around their wrists and the second team tie blue ribbons on their wrists. Have *VeggieConnections* Shepherds help kids. Station a Shepherd in the center of your playing area. Have one person in each pair blindfold his or her partner. Give one piece of the shorter lengths of rope or yarn to every pair of kids on both teams. Have a Shepherd join a team to make a pair if needed.

Have pairs each hold one end of their rope. With pairs holding their ropes, have them scatter throughout the playing area, mixing red and blue pairs. Say: **We’ve been seeing that when a branch is connected to the vine, it stays healthy. Each pair is a “branch” in this game.** Point to the Shepherd in the center. The Shepherd is our “vine.”

Explain how pairs will be guided by the seeing partner to find other pairs. When a pair touches another pair, they connect and search for other pairs or larger groups. When all the branches are connected, they move together to touch the vine. The first team that connects everyone and reaches the vine wins. If time permits play a few rounds, having pairs switch seeing roles.

After the game, say: **In this game, you had some obstacles to overcome to reach the vine. In real life, what are some obstacles that keep you from being connected to our vine, Jesus?** Allow responses.

2. Low-Powered Game: Priorities on the Move

BEFORE YOU START:

Make two copies of the Priority Cards (p. 84), and cut them apart. Mix up the cards and divide them among six containers, being sure that the ones naming locations do not end up at the location named on them. If the six locations do not already exist at your site, hang up signs designating them for this game: *Chocomatic, Delivery Truck, Factory Entrance, Assembly Line, R&D Lab, Employee Bulletin Board*. Place a container of cards at each location. Cut out leaf shapes out of green construction paper and tape them to the candy. Place the basket of candy somewhere in the center of the room.

Divide the kids into teams of three to four kids each. Assign each team to start at one of the six locations. (If you have more than six teams, some may start at the same spot.) Tell the teams that their goal is to collect a piece of candy for each team member, but do so they must travel around the Chocolate Factory, following the directions on the Priority Cards.

As they reach each location, they draw one card from the container. Some priorities on the cards are good, and the team will be told to move forward (to a designated spot). Some priorities are bad and will send a team back to their previous spot. Some priorities are just silly, and the team has to stay at the same spot until another team comes and has a turn; then they may draw another card and move on. Kids may take a piece of candy only if their card tells them to. Kids should return a Priority Card back to its container after reading it. When their team has collected one piece of candy for each player, they are done and should move to an empty spot in the room to watch and wait for the others, while enjoying their candy.

Have *VeggieConnections* Shepherds stationed where they can help the kids read the Priority Cards. At your signal, each team chooses one card from the container at their starting spot and follows its directions. The teams will be heading to different spots at different times, and have different results. Play until all the teams have collected enough candy for their whole team. Say: **When you picked good choices in this game, you got the candy attached to the leaf. When a leaf is attached to a branch, it is strong. And as we stay attached to Jesus by choosing good priorities, we’ll stay strong, too!**

HIGH-POWERED GAME NEEDS:

- 1' pieces of red ribbon for half the class
- 1' pieces of blue ribbon for half the class
- Blindfolds (one per every two kids)
- Rope or yarn from God Connection activity

LOW-POWERED GAME NEEDS:

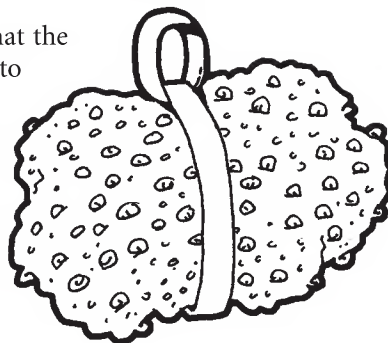
- Priority Cards on page 84
- Six containers for the cards
- Basket of bite-sized chocolate bars or wrapped candies (one per child)
- Green construction paper
- Scissors
- Tape

WARNING:

Please be aware of children with dairy and nut allergies. Milk chocolate snacks are often suggested in this unit, and these children may have a medically serious allergic reaction. Be sure to let parents know that their kids will be offered chocolate at the Chocolate Factory. Be sure to have safe alternatives on hand, such as hard candies or taffy.

3. Craft: God's Word Is Like a Seed...

Wet the sponges and squeeze out any extra water so that the sponges are damp. Put a variety of seeds carefully into each of the sponge's holes. Tie one ribbon around the sponge and knot it at the top. Loop the second ribbon through the first, and create a hanging project. Instruct the children to hang their sponges in a sunny window and keep it moist at all times. Enjoy the plants! Remind the children that God's Word is like a seed. It produces life and is powerful, even though we can't always see it.



CRAFT NEEDS:

- Natural sponge (one per child)
- Water
- Fast-growing seeds
- Two ribbons per child

B. Activity Connection – Lesson 5

Choose from the following activities to help kids explore and remember that God wants us to trust in his timing (approximately 10–15 minutes each).

1. High-Powered Game: Lazarus Tag

Divide kids into teams of four to six kids. Have teams gather at one end of the playing area. Each team picks a child to play “Lazarus,” who then lies down. Team members will each grab a hand or foot and lift Lazarus. At your signal, teams will carry their Lazarus to the opposite end of the playing area. Once there, teams will lay Lazarus on the ground. At that point, Lazarus is alive again and has to chase his or her team members until a new Lazarus is tagged. When the new Lazarus is tagged, kids will go back to the starting area and carry their new Lazarus while the game continues.

Once the game begins, kids will need to watch out for any other teams' Lazarus being carried across the game area. Play until every person who wants to play Lazarus can. If a child doesn't want to be carried, another child may substitute playing the dead Lazarus part (being carried), and then the original Lazarus can still try to tag his or her team members.

HIGH-POWERED GAME NEEDS:

- Masking/painter's tape

BEFORE YOU START:

Tape off a playing area for this tag game.

2. Low-Powered Game: Yes, No, Wait

BEFORE YOU START:

For each *VeggieConnections Group*: Draw a gameboard grid on newsprint, 15 rows and a column for each child. Make a spinner, cutting a circle and pointer from cardboard. Mark three equal sections on the circle for “Yes—Move one space forward,” “No—Stay put,” and “Wait—Pick a card and follow its directions.” Cut out a pointer, punch a hole in the center, and fasten it to the center of the circle with a brad fastener, ensuring the pointer spins freely.

OPTIONAL:

Instead of a newsprint game board, have kids play as human game pieces. Use paper sheets spaced out on the floor for game spaces.

LOW-POWERED GAME NEEDS:

- Newsprint
- Scissors
- Cardboard
- Hole punch
- Brad fastener
- Yes, No, Wait Game Cards on page 85 (one per *VeggieConnections Group*)
- Playing pieces, such as buttons or rocks (one per child)

Have each *VeggieConnections Group* lay their gameboard on the floor or a table and gather around it. Have players put their game markers on the bottom row. Each group shuffles their cards. Say: **We should always pray for all of our needs and concerns. We can trust God to answer in the best way and time to answer. He may say yes, no, or wait.**

Then explain the game directions: **Let's imagine you have asked God to do something. Spin the arrow on the spinner to see what God's answer might be. It could be yes, and he acts right away; then you move forward one square. If the answer is no, you don't move. If it is wait, draw a card to see what your reaction could be, and move according to the card's instructions.**

Keep taking turns playing until one player reaches the end of the board. Then say: **This game didn't give a choice of how to respond. Some of the cards gave good ways to handle the situation, but others did not. In real life, you have choices of how you will handle waiting on God's timing. Let's choose the good ways!**

Allow volunteers within groups to share prayers that they are waiting for God to answer, or times in the past when God has answered prayers in various ways. *Veggie-Connections Shepherds* should encourage kids to keep praying, trusting that God's answers and his timing are best.

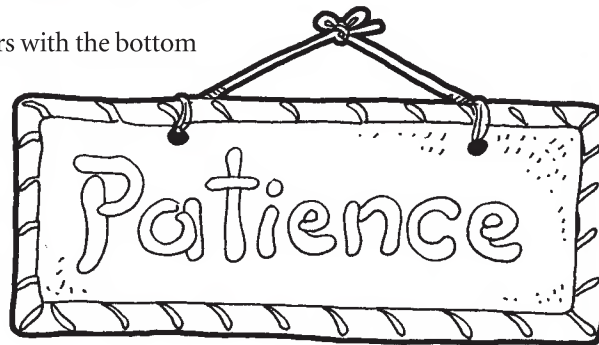
3. Craft: Patience Placard

Remind the kids of their Connection Word, *patience*, and what it means. Explain that they will make a Patience Placard to take home that will remind them to be patient and accept things in God's time.

Give each child a piece of cardboard, length of wax paper, and a lump of clay. Have kids cover their cardboard with the wax paper and secure it with masking tape. Then have kids roll out their clay with the rolling pin until it is about 1/4 inch thick. Use the plastic knife to cut the clay into a rectangle, long enough to fit the word *patience* on it. Place the clay on the cardboard.

Have the children take smaller balls of clay and roll them into strips with their hands to make a border. They can also use the knives to create a pattern on their border. Use the hand-rolling technique to roll out the letters that spell "Patience." It would be helpful to display the word on the table for kids to copy. Help kids place their letters on the clay placard. They can also use clay to make other decorations (flowers, hearts, balls).

Poke two holes in the top corners with the bottom of a pencil. Tie string, ribbon, or yarn through the holes so that the placard can hang. Let the project dry completely, and send it home in a plastic bag. If the craft isn't dry before you send it home with the kids, tell kids to take it out of the bag when they get home and to be patient while it dries fully.



B. Activity Connection – Lesson 6

Choose from the following activities to help kids explore and remember that God wants us to get to know him (approximately 10–15 minutes each).

1. High-Powered Game: Jump Time

Ask kids to choose a partner. Explain that in this game, the kids will give their best "effort" to jump rope and learn a time rhyme. The age and experience of the kids will determine how they jump.

Younger kids will have enough effort just taking turns jumping individually. Older kids or kids who regularly jump rope should be challenged to jump in ways that require more effort. For pairs-jumping, have the kids stand side by side. One holds one end of the rope and one holds the other.

CRAFT NEEDS:

- Cardboard pieces
- Wax paper
- Air-dry clay in different colors
- Masking tape
- Rolling pins
- Plastic knives
- Pencils
- Ribbon, yarn, or string
- Plastic bags

OPTIONAL:

If you want to prepare your own salt clay, follow these instructions: mix 1 1/2 cups of white flour, 1 1/2 cups salt, 1 Tablespoon of oil, and about 1/2 cup of water. Mix until soft and smooth. Store in plastic in refrigerator until ready to use. You'll want to paint the placards if you use this option.



HIGH-POWERED GAME NEEDS:

- Jump ropes (one per pair)

No matter which way they jump, help the kids learn this rhyme to jump in rhythm to:

God is good
He helps me grow
When I'm connected
I will know
How to make
Good use of my
Time – t-i-m-e - time
Count it!
1, 2, 3 . . . (continue counting until they miss)

2. Low-Powered Game: Memory Motion Circle

Have the kids stand or sit in a circle with eight to ten kids in each circle. Ask the kids to think about things they do during a week that are a good use of their time. They might think of anything from playing a sport to learning a certain school subject to doing chores. Then ask the kids to think of a motion or action that represents that thing.

Choose one child to begin. He says: **I make good use of my time by . . .** and does a motion, (for example, sweeping the floor). Have the child, and all following children repeat the same motion until the game is over. The next child says the same phrase, repeats the first child's motion, and then adds his own (for example, sleeping). The third child says the phrase, then sweeps, sleeps, and adds his own (for example, riding a bike). Continue this way around the circle, seeing how long the kids can keep the actions going before someone forgets. At that point, begin with the child who forgot to start over.

3. Craft: Block Calendars

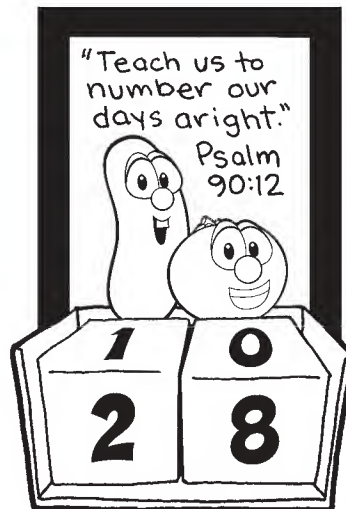
BEFORE YOU START:

From page 103, duplicate smiling Bob clip art on red tagboard, one per child. Duplicate smiling Larry clip art on tagboard, one per child.

Explain to the kids how calendars are one way to track time. Distribute wooden blocks and permanent markers to the kids. Have them write the following numbers on each cube: Cube #1, write numbers 1, 2, 3, 4, 5, 6. Cube #2, write numbers 7, 8, 9, 0, 1, 2. Then make the cube holder out of an 3" x 5" index card as follows: Fold the card lengthwise and open it to form a 90-degree fold. Along the fold line, cut both ends of the card, slightly more than 1" and fold flaps at the end of the cut line (making the card look like a square shape). Bring the two end flaps together and tape together on both ends of the card, forming the cube holder.

Have each child cut out a green craft foam rectangle to go behind the cube box. Then, cut out a white craft foam rectangle just a little bit smaller to go in front of the green rectangle. Glue the white to the green. At the top of the white foam, in small to medium print, use a permanent marker to write: "Teach us to number our days aright." Psalm 90:12.

Have kids cut out their Larry and Bob characters and glue them to the back of the cube box. Affix the foam sheets to the Larry and Bob characters firmly with glue. Allow to dry. Tell the kids that they can change the date every day by moving the wooden cubes to say what the current date is. Remind the kids that while calendars keep the time for us, the time that matters most is God's time and what he does with it.



CRAFT NEEDS:

- 1" wooden blocks (two per child)
- Index cards (one per child)
- Scissors
- White and green craft foam
- Craft glue
- Permanent markers
- Smiling Bob and Larry clip art (page 103)

B. Activity Connection – Lesson 7

Choose from the following activities to help kids explore and remember that God wants us to share God's Word with others (approximately 10–15 minutes each).

1. High-Powered Game: Well Water Relay

BEFORE YOU START:

Hole-punch two opposite sides of two cups near the top. Tie a piece of yarn in the middle to the end of a pencil. Then tie the ends of the yarn to the 2 holes in a cup, forming a small pail. For each team, fill a bucket half full of water, and put it behind a chair, with a towel underneath. Place the other bucket near the team.

This would be a fun game to play outside, if the weather is nice. Line the kids up into two teams. Explain to kids how this game will give them an idea of what it was like to get water in Bible times. Give both teams a pencil pail. The first person in each team will run with the pail to the chair, kneel on it, and drop their pail into the bucket “well.” Kids will need to be patient for the pail to fill with water. Once it does, kids will carefully bring their pail back to the second bucket, where they can use their hands to dump the water. Players will give the pail to the next person in line, and kids play until the second bucket is as full as possible.

Remind the kids that it used to be a lot of work to gather water in Jesus' time. But he knew just when and where to find the woman he wanted to meet that day. Ask four kids to get the buckets. **Remember how Jesus said the living water that he would give the woman would bring her eternal life? Well in this game, our first bucket is like that living water Jesus gives to us. And just like the woman at the well we can share that gift by telling others about Jesus. Our second bucket is what we took from the well to share. Let's remember we can give people living water when we share Jesus with them!**

2. Low-Powered Game: Woman at the Well Revisited

Divide kids into *VeggieConnections Groups*. Each group should sit in a circle around a bucket placed in the center. Have kids go up and get one card from the bucket. If you have more than eight kids, have some kids pair up. If you have fewer than eight kids, have kids get extra cards. Have kids read cards aloud, one at a time. Then have kids line up in story order, as best they can remember. While standing in this order, give kids Bibles and have them check and move as needed to establish the correct order.

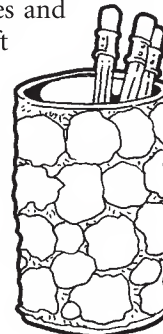
After kids have the story in order, say: **Jesus talked to the Samaritan woman, when Jews and Samaritans didn't talk to each other. And because he did, the woman told people in her town and many believed in Jesus. Our willingness to talk to anybody about Jesus, could lead to many people believing in him. Let's all remember to share Jesus with everyone we can!**

3. Craft: Good News Well

Tell the kids that today they are going to make a well similar to the one in the Bible story.

Have kids gather at the Assembly Line tables. Provide a can to each child and spread out craft supplies. Have *VeggieConnections Shepherds* help younger kids with this craft. Cut pieces of paper grocery bags slightly larger than the outside and inside surfaces of the can. Include a circle for the inside bottom of the can. Crumple the paper pieces and then spread them out. This will give the paper a rocky texture. Smear craft glue on the can and paper surfaces and glue the paper to the can.

Tear small pieces of earth-toned paper into rock shapes and glue them randomly on the can. While cans are drying, talk about how the woman at the well went into her town and told all the people about Jesus. Give kids three new pencils and small strips of paper. Have kids write “Jesus loves you” on the strips of paper and wrap the paper around the pencils, securing with a small rubber band. **Just as the woman at the well went and told her town about Jesus, you can share Jesus with people by giving away these pencil-holder wells.**



HIGH-POWERED GAME NEEDS:

- Two chairs
- Four buckets
- Four absorbent towels
- Two disposable plastic cups
- Hole punch
- Two pencils
- Yarn

LOW-POWERED GAME NEEDS:

- Woman at the Well Cards on page 86 (one per *VeggieConnections Group*)
- Bucket (one per group)
- Bibles (several per group)

BEFORE YOU START:

Copy and cut apart the game cards. Mix them up and place in a bucket. You'll need one filled bucket for every two *VeggieConnections Groups*.

CRAFT NEEDS:

- Small soup can (one per child)
- Scissors
- Paper grocery bags
- Craft glue
- Earth-tones marbled paper
- New pencils (three per child)
- Strips of paper (one per child)
- Markers
- Small rubber bands (one per child)

B. Activity Connection – Lesson 8

Choose from the following activities to help kids explore and remember that God wants us to use our time to serve others (approximately 10–15 minutes each).

1. High-Powered Game: Serving Tag

Pair up the kids. Have one child from each pair stand on one side of the game area. The others stand on the opposite side. Designate one group as the Servers. Explain that when we serve others, we are putting their needs first or looking out for them.

Choose someone to be “It.” Have “It” stand in the middle of the game area. The Servers must run to serve their partner by trying to hand them candy before “It” tags them. If the Servers help their partners (give them the candy), together they run back to the Server’s side. If they are caught, they must serve “It” by helping catch other kids.

2. Low-Powered Game: Serving Shoes

Divide kids into teams, and have teams sit in circles. Have kids remove their shoes and put them in a pile in the middle of their circle. Have the child whose birthday is closest to today’s date begin the game as the first “servant.” The servant goes to the pile of shoes and picks a pair of shoes not his or her own. The owner of the pair will tell the servant and he or she will put the shoes on the child (tying laces if applicable). Then this child becomes the new servant and goes the circle and repeats the above actions. When the last person in the circle has his or her shoes on, the game is over.

After kids have finished, say: **Jesus washed the feet of his disciples, taking the role of a servant. You each took the role of a servant in our game. If you have younger brothers or sisters, you might serve them in this way. But there are lots of other ways you can serve each other. Let’s remember to follow Jesus’ example in serving others.**

3. Craft: Gift Box of Service

Tell the kids that they are going to make a gift box of service pictures to give to someone. Give out tissue boxes, and let the kids each wrap one, leaving the hole open. Let *Veggie-Connections Shepherds* help as needed. As the kids work, encourage them to think about who they would like to give a gift of service to. They might choose a parent, a sibling, a friend, or a teacher/coach. Have the kids write the reference Psalm 90:12 on the box. Use this opportunity to see if the kids can say the Unit Memory Verse by heart.

Ask the kids to think about the kinds of serving they could do for the person they chose. Then pass out copies of the Service Pictures. Ask the kids to choose a few that match the ways they want to offer to serve. The kids should color those and cut them out. If the kids have other ideas that are not included on the Service Pictures, let them look through other pictures to find their ideas and cut them out. The kids should place all the pictures of ways they’re offering to serve inside their gift box.

Give each child a piece of index card. Have them write “To:” and “From:” and add the appropriate names. The kids tape this gift tag to their box.

Encourage the kids to plan a time to give their Gift Box of Service to the person they chose. Whenever that person needs the serving, they take that picture from the box and give it to the child. Then the child must perform that act of service.

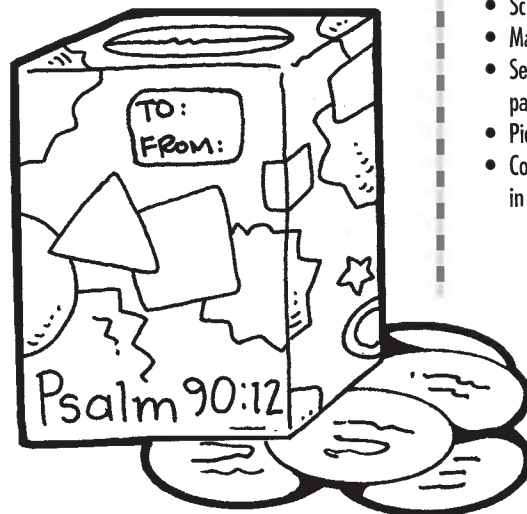
HIGH-POWERED GAME NEEDS:

- Wrapped hard candies or lollipops

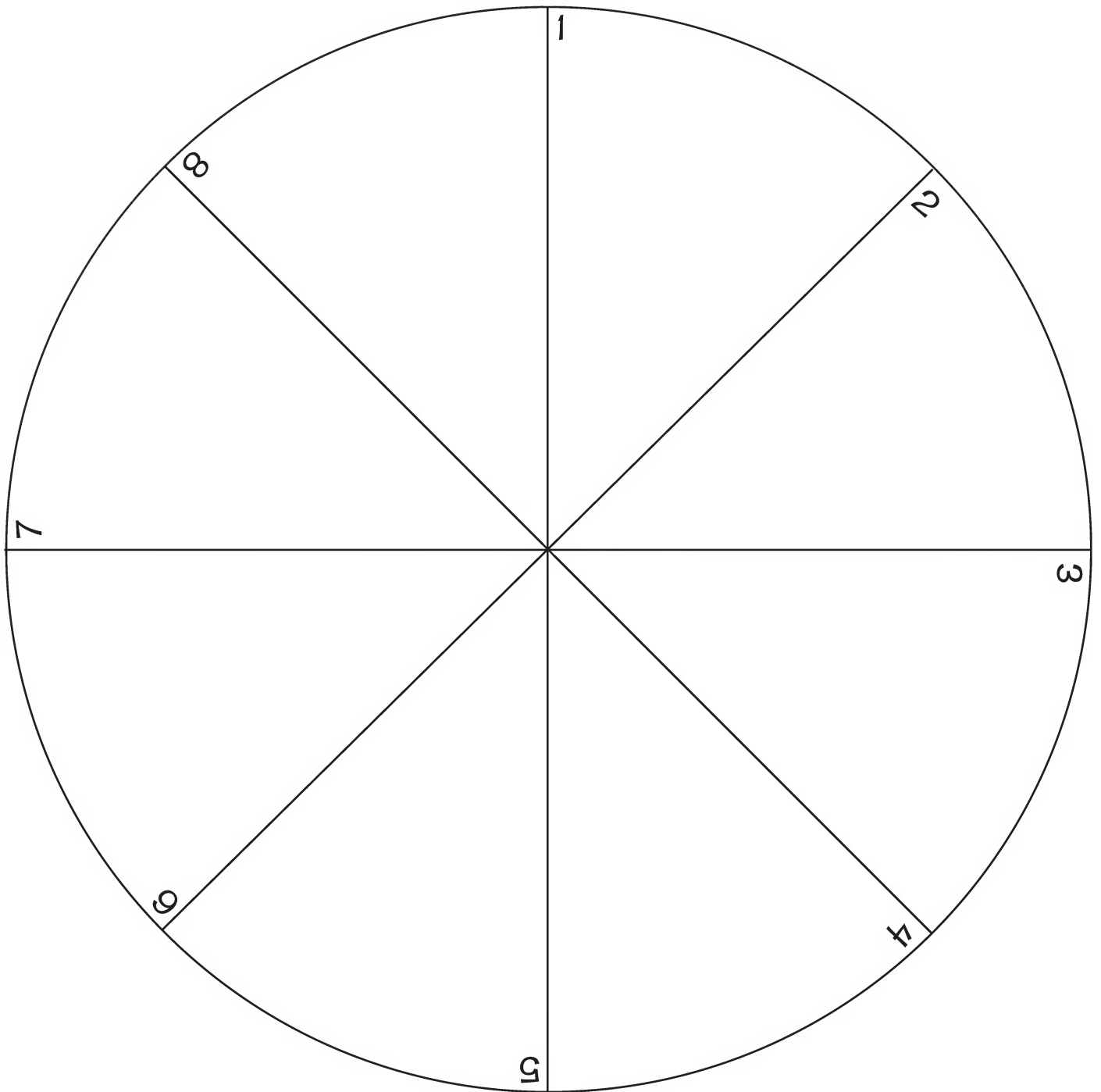


CRAFT NEEDS:

- Tissue boxes (one per child)
- Gift wrap paper (unrelated to holidays or birthdays)
- Transparent tape
- Scissors
- Markers
- Service Pictures on page 87 (one per child)
- Pictures from magazines
- Colorful index cards cut in half



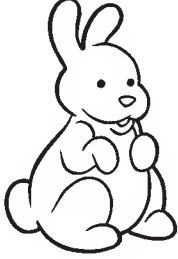
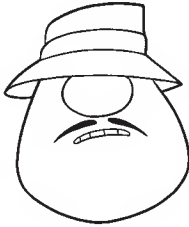

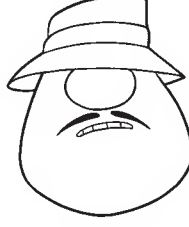
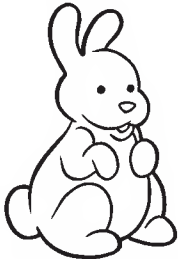
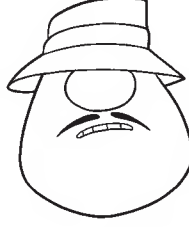
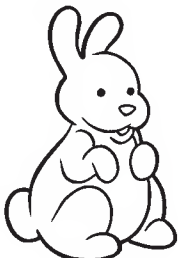





Lesson 1 – Circle String Art Pattern



Lesson 2 – Here and Now Chart

HERE	NOW
Alone in bed at night	You've had nightmares.
In front of the chore list at home	You don't feel like doing your chores.
In the family room	You don't want to share videos with your brothers or sisters.
At the school playground	A mean kid wants to play where you are.
In class at school	You're taking a test.
At your best friend's home	You tell your best friend about a problem.
On the school bus	There are always arguments about where to sit.
At the mall	You feel like taking something without paying for it.
On the ball field	You didn't get to play the position you wanted.
At church	You're having trouble understanding what a Bible verse means.
In the hospital	You're getting ready for surgery.
At your desk at home	You're having trouble with your homework.
In the car	You always fight with brothers and sisters about where to sit.
On the basketball court	Your friends are acting very unsportsmanlike, and they want you to join in.
At the dining table with your parents on their payday	You get your allowance.

Lesson 4 – Priority Cards

 <p>You went to Sunday School, even though you woke up tired.</p> <p>GOOD PRIORITY! Move to the Chocomatic. Take one candy</p>	 <p>You told a lie to get yourself out of trouble.</p> <p>BAD PRIORITY Go back to your last spot.</p>
 <p>You read a Bible story with your sister.</p> <p>—GOOD PRIORITY!— Move to the Delivery Truck. Take one candy</p>	 <p>You played video games instead of doing your homework.</p> <p>BAD PRIORITY Go back to your last spot.</p>
 <p>You didn't cheat even though you had a chance to.</p> <p>—GOOD PRIORITY!— Move to the Factory Entrance. Take one candy</p>	 <p>You spent <i>all day</i> Saturday watching TV.</p> <p>BAD PRIORITY Go back to your last spot.</p>
 <p>You took time to pray at bedtime.</p> <p>—GOOD PRIORITY!— Move to the Assembly Line. Take one candy</p>	 <p>You, Bob, and Larry sang <i>VeggieTales</i> silly songs for four hours.</p> <p>TOO SILLY! Stay put until another team comes.</p>
 <p>You did all your homework before you went out to play.</p> <p>—GOOD PRIORITY!— Move to the R&D Lab. Take one candy</p>	 <p>Your dog took himself for a walk.</p> <p>TOO SILLY! Stay put until another team comes.</p>
 <p>Today you thought about ways to stay connected to God.</p> <p>GOOD PRIORITY! Move to the Employee Bulletin Board. Take one candy</p>	 <p>You did cartwheels down the sidewalk.</p> <p>TOO SILLY! Stay put until another team comes.</p>

**Trust God patiently.
Move forward 2.**

**Pray that God will
help you be patient.
Move forward 1.**

**Get angry because you
did not get the answer
you wanted right away.
Move back 2.**

**Pick a fight with a
friend because you are
angry about God's
answer. Move back 2**

**Complain about not
getting what you wanted.
Move back 1.**

**Ask your parents to
pray for you because
patience is hard.
Move forward 1.**

**Think that God
knows best.
Move forward 1.**

**Thank God for
teaching you patience
in a hard situation.
Move forward 2.**

**Jesus asks a
Samaritan woman
to give him a drink.**

**“I know the
Messiah (called Christ)
is coming.”**

**“You are a Jew
and I am a
Samaritan woman.”**

**“I who speak
to you am He.”**

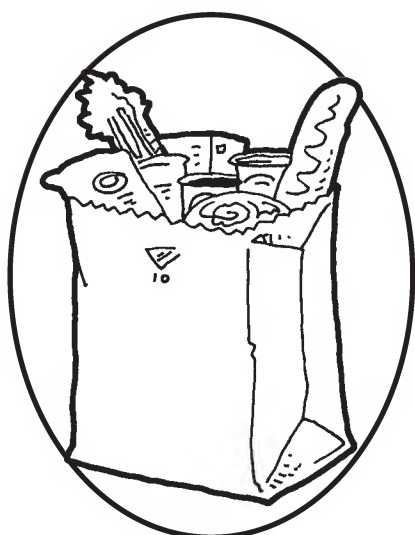
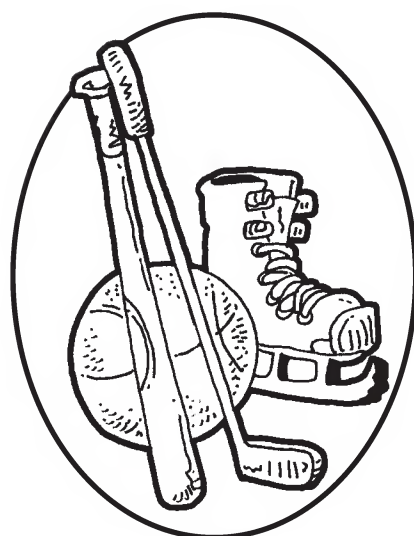
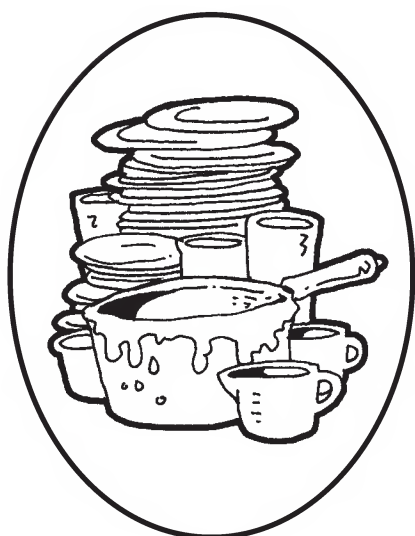
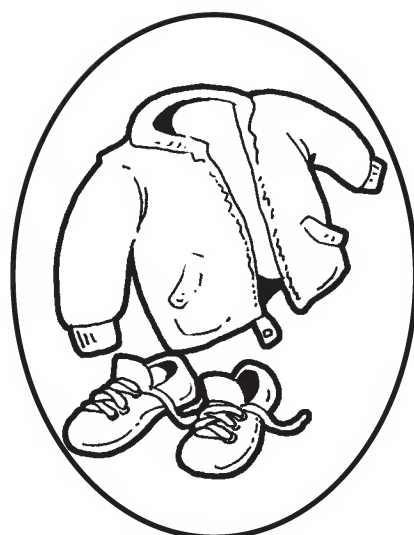
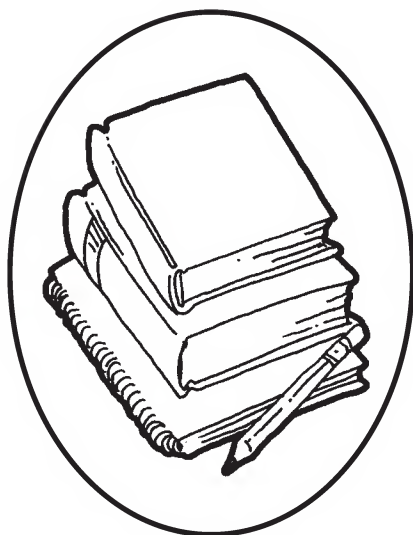
**“Whoever drinks
the water I give
will never thirst.”**

**“Come, see a man who
told me everything
I ever did. Could this
be the Christ?”**

**“Give me this
water so I won’t
get thirsty.”**

**Many of the Samaritans
from that town believed
in Jesus because of
the woman’s testimony.**

Lesson 8 – Service Pictures



Elementary Games and Crafts

Unit 6: The Joy Connection



Veggie-Connections:

Connecting to a Powerful Relationship with God

B. Activity Connection – Lesson 1

Choose from the following activities to help kids explore and remember that God is their source of joy (approximately 10–15 minutes each).

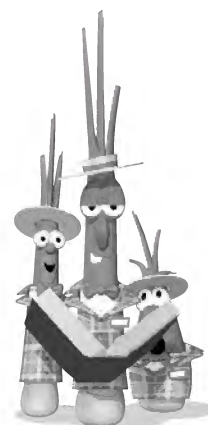
1. High-Powered Game: Catch the Joy! Tag

Choose one person to be the Joy Giver. Give this person the stack of yellow happy-face circles. Randomly give the blue sad-face circles to kids. Have everyone move out to the game area. Place the Joy Giver in the middle. Designate *VeggieConnections* Shepherds as coaches for the game. Say: **The Joy Giver will run and try to tag someone. When you are tagged, you will stop and receive a stack of yellow happy faces, and you both will run and tag more people.** Each time a Joy Giver tags someone, this person will stop and get some yellow happy faces. You must have a happy face to give someone if you tag him (plus always hold your own). If you run out, you need to go to another Joy Giver and get some more.

Madame Blueberry was sad and blue in her Tree House. If you have blue sad faces, you will need more encouragement to be happy. It will take three attempts by any Joy Givers to make you happy. For the first and second times you are tagged, hold up your blue sad face and say, “I’m so blue!” You also must be tagged by a different person each time. But on the third time you can take a happy face. The game is over when everyone has a yellow happy face.

Have kids play several rounds, choosing new kids to be “blue” each time. After the game talk about how quickly the joy spread and how even the “blue” players were added with just a little extra effort. Encourage kids to always look to the joy that comes from God.

Collect the happy face circles for use later in the lesson.



HIGH-POWERED GAME NEEDS:

- Yellow construction paper
- Blue construction paper
- Markers
- Scissors
- Masking/painter's tape

BEFORE YOU START:

Make yellow happy-face circles for each child.
Make blue sad-face circles for 1/3 of the class.
Mark a tape boundary for the tag area.

2. Low-Powered Game: Can't Make Me Laugh

If your group is large, divide into smaller groups to play. Have all the kids sit in a row facing the front. Tell them they have lost their joy. They should each silently think of a reason they sometimes feel grumpy. (*I hate getting up in the morning; my little brother annoys me; my dog knocked over what I was building; I got too much homework.*). Their job is not to laugh, giggle, or even smile at all.

Choose one child to be the grumpy actor, and have that child stand in front of the others. His goal is to get the seated kids to crack a smile. He does this by acting grumpy—as funny as he can—and saying one thing that takes away his joy or puts him in a bad mood. The grumpy actor should ham it up as much as possible, using any voice or actions to make it funnier. Any kids who laugh or smile have to call out: **God is my source of joy!** Once several kids have laughed, choose from among any of the kids who didn't smile to have a turn to make a grumpy statement.

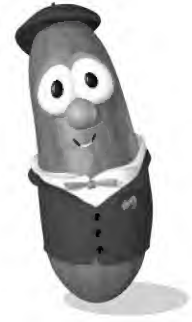
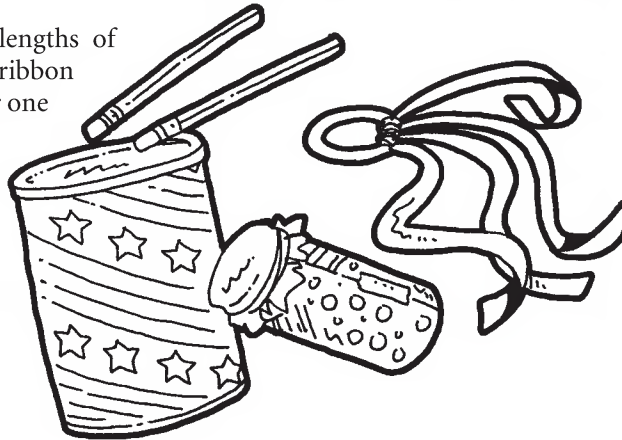
Sometimes things happen in our day that make us grumpy. Maybe you can remember this game and how you were able to smile even when you were thinking grumpy thoughts. God can be our source of joy even when we are feeling down.

3. Craft: Praise Instruments

To make a hummer, wrap colored paper around a cardboard tube and secure with tape. Decorate with stickers. Cut a square of wax paper larger than the end of the tube. Place over the end of tube and secure with a rubber band. Hum into the opposite end.

To make a tom-tom, remove the lid from a cylindrical container. Decorate the outside with colored paper and stickers. Replace the lid. Use the eraser end of unsharpened pencils to tap out a rhythm.

To make streamers, cut 2' lengths of various colors of ribbon. Fold each ribbon in half, laying the looped end under one edge of the ring. Bring ribbon ends up and through the looped end so that it catches the ring, and pull tight. Continue with three more strands of ribbon. Wear a ring and wave hands around to make the ribbons fly.



CRAFT NEEDS:

Hummer:

- Toilet-tissue tubes
- Wax paper
- Rubber bands
- Colored paper
- Stickers

Tom-Tom:

- Cylindrical cardboard container with lid (from oatmeal, bread crumbs, and so on.)
- Colored paper
- Tape
- Stickers
- Unsharpened pencils

Praise Streamers:

- Ribbon in several colors
- Plastic or metal rings (1" diameter)
- Scissors

B. Activity Connection – Lesson 2

Choose from the following activities to help kids explore and remember to find joy in whom God created them to be (approximately 10–15 minutes each).

1. High-Powered Game: Cupfuls of Joy!

BEFORE YOU START:

Fill a box or large bucket with packing peanuts. You'll need enough for each child to have a cupful, plus spilled peanuts. Put the box at one end of your play area. Mark start/finish lines at the opposite end of the playing area.

Have kids into teams of about 10 kids, and give each child a cup. Have teams line up behind the start line. **Samuel anointed David because God had a special purpose for him. We may not know what purpose God has for you, but we can be joyful about whom God has**

HIGH-POWERED GAME NEEDS:

- Paper or foam cups (one per child)
- Masking/painter's tape
- Large bucket or box
- Packing peanuts

created you to be! To do that, we are going to anoint each other. But instead of using oil poured from a ram's horn, we are going to anoint one another by filling your empty cups with packing peanuts.

Explain that the first child on each team will run to the bucket (or box) of peanuts and scoop peanuts into his or her cup. Players will then run back to the next person in line and carefully empty their cups into the next player's cup. But before this second person can run to the peanuts, he must pour his peanuts in the third person's cup. He then runs and fills his cup, pouring his peanuts in the third person's cup, who has just poured his peanuts in the fourth person's cup. This assembly line "pouring" will end with the last person pouring his peanuts in the first person's cup.

Play additional rounds, and for fun, try more difficult ways to hold the cup, such as holding the cup between their knees while moving.

Everyone has had a cup full of joy for being created by God in his special way. Remember, that is a joy no one can every take away from you!

2. Low-Powered Game: Joyful Jelly Beans

Have kids gather in a circle. If you have more than 20 kids, form two circles. Set a bowl of jelly beans in the center of the circle. Explain to kids that you'll call out characteristics, and if the item called matches them, they are to go grab a jelly bean out of the bowl and return to the circle.

Call out characteristics that make the kids unique. Try to choose some characteristics that apply to lots of the kids and some that will be unique to a particular child. **If you're a girl, get a joyful jelly bean! If you have a brother . . . , If you have a pet . . . , If you've been to Florida . . . , If you were born in July . . . , If you're good at spelling . . . , If you play a musical instrument . . . , If you told someone you love them today . . . , If you have blue eyes . . . , If you wear size 4 shoes . . . , If you play soccer . . . , If your name is Rachel . . . , If your parents are Tom and Linda . . . , and so on.**

Play until all players have been called two or three times. Make up more of your own and have other *VeggieConnections* Shepherds make sure all the kids are getting jelly beans. Give out a handful of jelly beans to each player at the end.

Wow, God sure created lots of special kids here today. Isn't it great how some things we share with our friends and some things are special just for us? God made you the way you are for a reason. That's why you can find joy in whom God created you to be!

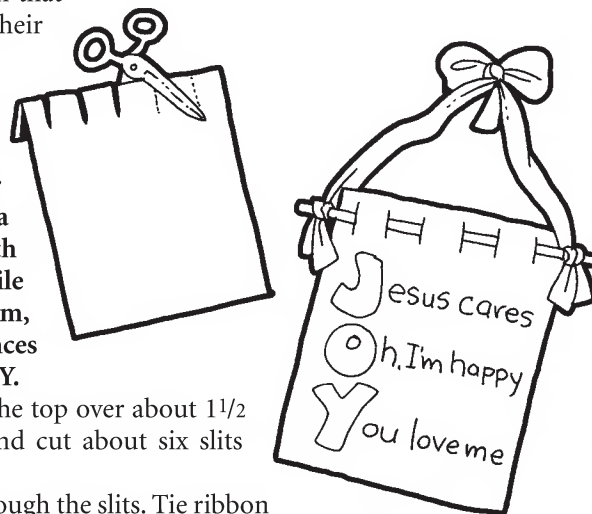
3. Craft: Joy Acrostic Banner

Distribute fabric to each child. Explain that they are going to make a banner for their house with an acrostic poem on it using the word *joy*. **An acrostic poem takes each letter of the word you are using, J-O-Y, and stacking them in order on the left side of your banner. Then, you will write either a word or a sentence that begins with that letter, describing your word. While we get our banners ready for the poem, think about words, phrases, or sentences that describe joy and begin with J-O-Y.**

Have kids hold fabric and fold the top over about 1½ to 2 inches. Then take the scissors and cut about six slits down about one half of an inch.

Take dowels and weave them through the slits. Tie ribbon around each end of the dowel, long enough to hang finished project. The kids may also tie a few ribbons on the end of the dowels for decoration.

Pass out writing utensils to kids and have them make a large J, O, and Y in a vertical line, on the left side of the banner, with J on top. Then have the kids write out their descrip-



LOW-POWERED GAME NEEDS:

- Bowl of jelly beans

CRAFT NEEDS:

- 9" x 12" fabric segments (one per child)
- Scissors to cut fabric
- 12" long wooden dowels (one per child)
- Colored ribbon
- Fabric paint, fabric markers, or permanent markers

tive words of joy to fill in each line. Remind the kids that these words do not have to rhyme. The first word of each line should start with the letter that is already printed.

God created us, and we can find great joy in that! To remind us of joy in our lives, we have created these banners to hang in our homes. The closer that we get to God, the stronger our relationship with him is, the more joy we will feel in our lives.

B. Activity Connection – Lesson 3

Choose from the following activities to help kids explore and remember that they can find joy even in times of trial (approximately 10–15 minutes each).

1. High-Powered Game: Balloon Trials

BEFORE YOU START:

Tape a circle area about 10' for up to four *VeggieConnections Groups*. Make the circle larger if you have more groups. Inflate balloons and write one word on each: Family, Friends, School, Others, Hobbies. You'll need a set of five marked balloons for every pair of kids.

Have kids form pairs, and let them tie one leg to each other with a strip of cloth or piece of rope/twine. Have a *VeggieConnections Shepherd* match up with a older child to make a pair if needed. Give one kitchen trash bag to each pair. Show kids the balloons and say: **You face trials or problems with a variety of people or things. These balloons represent those trials.** Show kids each balloon and have kids give an example of a trial in that area. For example: kids might mention facing bullies for "Others."

Scatter the balloons throughout the area but away from a taped circle. Explain how kids are to collect one of each five trial balloons by pushing or kicking them into the circle. Once a balloon is in the circle, one child will pick up the balloon and put it in the bag that is held open by his or her partner. Then pairs will search out remaining balloons and repeat the process.

Point out the circle. **This is called the Joy Circle. It represents having joy even when you face trials. That is why you must only bag your trial balloons in this circle.**

Begin the game and have *VeggieConnections Shepherds* watching to see that pairs collect all five different balloons. Replace any broken balloons with spares (be sure to write the correct trial on the new balloon). When everyone is done, scatter the balloons out and have pairs switch bagging and collecting roles. If you have more time, have kids form new partners and play again.

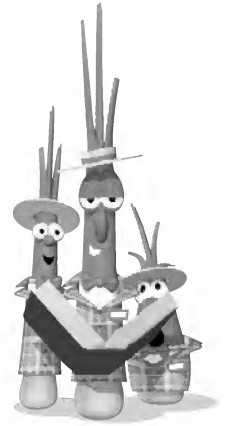
We will all face trials in our life. But just as David looked to God when he faced trials, we can, too. And even as we face the trial, we can find joy in God!

2. Low-Powered Game: Trials Table Game

BEFORE YOU START:

Photocopy and cut apart the game cards. Fold the bottom edge of each card so they will stand up. Set up long tables and stand up the 12 cards in the middle of the table, six facing toward one end, six facing the other end.

Have *VeggieConnections Groups* gather around long tables. Give kids time to look at the trials written on the cards. Give the two table-tennis balls to two kids and have them draw a happy face on the balls. Select two different kids to stand on either end of the table and give them each a ball. Tell kids they will roll their balls down the table and try to knock over the paper cards that have trials written on them. Kids will both roll their balls at the same time. Have other kids retrieve balls that roll off the table.



HIGH-POWERED GAME NEEDS:

- Strips of cloth or length of rope/twine
- Kitchen plastic trash bags (one for every two kids)
- Balloons (five per child)
- Black permanent markers
- Masking/painter's tape

LOW-POWERED GAME NEEDS:

- Trial Game Cards on page 99
- Long tables (one per group)
- Table-tennis balls (two per group)
- Markers

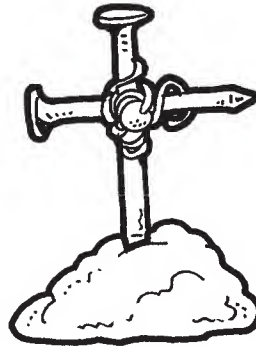
For the first round, give kids one roll each. After everyone has one roll, play a second round, giving kids two rolls each. For the third round, give kids three tries. Kids will probably knock over more trial cards with each round. After the third round, say: **Each round of this game gave you more tries to knock down the trial cards.** Show kids the happy face on the ball. **The ball represented having God's joy as you faced trials. The more joy you had from God, the more you were able to knock over the trials. Real trials will be harder to face, but having God's joy will make it easier to handle the trials in life.**

3. Craft: Cross Paperweight

Give each child one four-inch and one three-inch nail, two feet of 19-gauge craft wire, and one bead. Show the kids how to form a cross with the nails and secure into place with the wire. Have the kids continue to wrap wire around the cross. Before the last couple of wraps, the kids may insert a bead to hang at the center of the cross.

Give kids wax paper sheets and put some clay on the sheet for each child. Have kids work the clay and mold it into a dome shape, 2" around at the base, and about 1" high at the center. Then have kids stick their cross into the center of the clay dome and leave it to dry.

Jesus faced the greatest trial of all—dying for our sins so that we could be forgiven. Use this paperweight cross as a reminder that God will help us face our trials.



CRAFT NEEDS:

- 4" nails (one per child)
- 3" nails (one per child)
- 19-gauge craft wire (two feet per child)
- Beads (one per child)
- Air-dry clay (4 oz. per child)
- Wax paper

B. Activity Connection – Lesson 4

Choose from the following activities to help kids explore and remember that they can find joy in being content (approximately 10–15 minutes each).

1. High-Powered Game: Pile it On

BEFORE YOU START:

Set the piles of stuff at the start line. Halfway across the room, tape a line. Set the balls on it. At the other end of the game area, tape an open box goal on its side. Plan on having *VeggieConnections* *Shepherds* retrieve balls and replace them on the midpoint line as needed.

Explain to the kids that having lots of stuff can be a real burden. Divide the kids into two even teams. Add a Shepherd to make teams even if needed. At your signal, the first player picks up all the “stuff” (he may “wear” some), runs to the midpoint, and kicks the ball toward the goal. Without dropping anything, the player tries to score a goal. If players drop anything, they must stop and pick it up before continuing to kick or run.

When the player runs back to the team, he or she drops the team’s “stuff” and shouts: **I’ll find joy in being content.** Then the next player has a turn. The first team to run the course, try kicking a goal, and return with all the stuff is the winner.

When finished, ask the kids: **What was it like to run with all that stuff?** (*Hard, frustrating, it slowed us down.*) **What are some things that get in our way of finding contentment in God?** (*Toys and other stuff we own, too many activities, things that entertain us, impatience, wanting more stuff, and so on.*)

It’s easy to think that having lots of stuff will bring us joy. The truth is, lots of stuff just gets in the way. Our Unit Memory Verse, Psalm 16:11, says, “You have made known to me the path of life; you will fill me with joy in your presence . . .” We can find joy when we learn to be content with what that God has given us.



HIGH-POWERED GAME NEEDS:

- A pile of “stuff” for each team (coats and hats, stuffed animals, toys, sports gear, and so on.)
- Soccer or playground balls
- Masking/painter’s tape to mark lines
- Box (one per team)

2. Low-Powered Game: The “I” Game

Have kids form circles and stand. If you have more than 15 kids, form two circles. Hand each child three to five beads or marbles and a cup. The goal of the game is to try to collect the beads of the other players. You collect beads by asking questions that encourage the other players to say the word “I.”

Sometimes the reason we don’t feel content is because we’re thinking more about ourselves than other people. “I” want, “I” need, and so on. In this game, using the word “I” will put you out of the game. Explain that you get to ask people questions. If they use the word “I” when they answer, they must give you their beads and sit down. Give them examples of questions: What do you want for your birthday? Tell me three things you did last week. What was your favorite vacation and why? The game is over when only one person is standing or after a specific time limit.

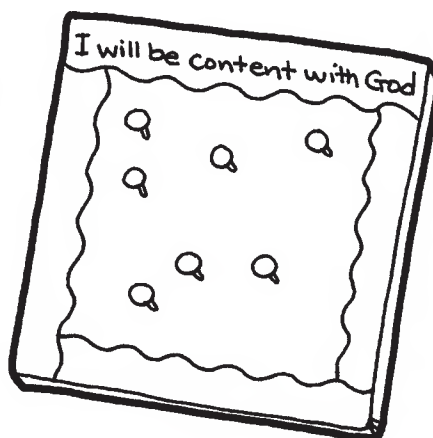
3. Craft: Contentment Bulletin Boards

BEFORE YOU START:

Cut foamboard sheets into 10" squares with a utility knife and a ruler (six squares for a standard 20" x30" sheet from art/craft store.)

David wasn’t willing to kill King Saul. He knew God was going to make him king, but he was willing to be content and wait until God was ready to do it. We all have things that we are trying to be content with. We’re going to make bulletin boards that will help us to be content while waiting on God.

Give each child a foamboard square, construction paper, and other supplies. Have kids cut one-inch strips of construction paper for borders. If you have craft-pattern scissors, have kids use them to cut patterns for their paper border strips. Have kids use glue sticks to glue their borders around the edges of the foamboard. Then have kids write “I will be content with God” on the top border with markers. Give kids small bags filled with several short map pins.



LOW-POWERED GAME NEEDS:

- A bag of beads or marbles
- Small cups

CRAFT NEEDS:

- 10" x10" foamboard (one per child)
- Construction paper
- Scissors
- Glue sticks
- Markers
- Several short map pins in small bags (one bag per child)
- Craft-pattern scissors (optional)

B. Activity Connection – Lesson 5

Choose from the following activities to help kids explore and remember that they can find joy in being thankful (approximately 10–15 minutes each).

1. High-Powered Game: Thankfulness Toss

BEFORE YOU START:

Tape a 10' line. Pile an equal number of toss-able items at both ends of the line. Place two large boxes about 12'–15' away about 10' apart.

Have kids divide into *VeggieConnections Groups*. Pairs of *VeggieConnections Groups* will play against each other in this game. If you have a leftover group, have them play against the winner of the last *VeggieConnections Group* pair. Have *VeggieConnections Shepherds* time their groups during the game. David had to wait 20 years after his anointing to be the next king. David praised God during those years, writing prayers and praises in the psalms. God made David king, and David praised God with a prayer of thanksgiving.

HIGH-POWERED GAME NEEDS:

- Masking/painter's tape
- Balls, stuffed toys, clothes, shoes, empty boxes (anything that can be tossed without damage)
- Two large same-sized open boxes
- Two watches with second hand or stopwatches

In this game, we borrowed lots of stuff from StuffMart. We all own some of the items in these piles and we should be thankful for everything God gives us. You will offer prayers of thanks by tossing these items in the box in front of you. Each team will be timed to see how many items you can land in the box in the fastest time. Let's see who can land the most prayers and record the fastest time.

Count the items in the pile, and equally divide the number each player should toss on a team. On your signal, have teams begin the game. When both teams have finished tossing, have Shepherds record the times and then count the items landed in the boxes and bring the items back to the starting line. Give one point for every item landed in the box and one point for every five seconds faster a team is than the other.

Have two new teams play a round of the game. Then have winning teams play against each other, until you have a team with highest score. **You all tossed a lot of items quickly in this game and that represented saying a lot of prayers of thankfulness. Remember, just as David did, we can never thank God too much for all he has given us!**

2. Low-Powered Game: Give me a T!

BEFORE YOU START:

Cut six paper sheets in half. Spell out "THANKFULNESS" 1 letter per sheet. Make two sets (for 30 kids). Make additional sets for larger classes. Also cut 10 blank sheets in half. Tape a line down the middle of your game area. Scatter one set of letters facedown and 10 blanks on both sides of the line.

Have kids form two teams and have each form a circle around one of the game areas with paper sheets spread out. Each team will start at one point in the circle and have the kids take turns pointing to pages. Have *VeggieConnections Shepherds* turn over the pages. Kids must uncover the letters in order. This means they are looking for a "T" first. Players will take turns flipping over paper and showing the rest of the group which letter they picked. When a child picks up a letter, they must also name something that begins with that letter that they are thankful for. For example, if a player flips over a T, that's the first letter and they should say something like **I'm thankful for tangerines** and then set the letter below the line on the floor. This is the area for spelling out the word.

If a child picks an "L" first, they must say **I'm thankful for L_____**, and put the letter back. The other kids should pay attention so they know where the letters are for their future turns. If any player draws a blank, they should shout out: **I thank God for Jesus!** The game may have slow start while they learn where all the letters are, then it will go very quickly.

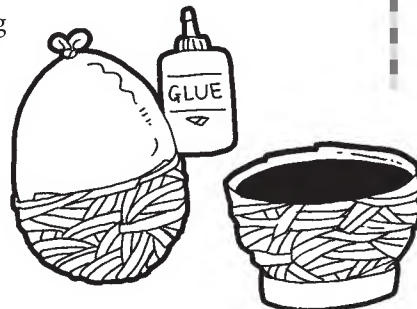
You sure are creative with all the things you can thank God for. Just as David was thankful to God for making him king, we can be thankful for all the good things God brings into our life!

3. Craft: Thankful Basket

Give each child a balloon. Pour glue into bowls and have several at each table. Have the children dip yarn and ribbons in glue, fully coating the yarn and ribbons. Position the balloon with the tied end up. Wrap glue coated pieces around the balloon (mostly around the lower half), in a variety of directions. Set balloons aside to dry. Use a hair dryer to speed up the drying process.

While balloons are drying, make stands by bending one inch tagboard strips in a four-inch circle and stapling it. Glue ribbon or yarn to the strip for added decoration. Allow the glue to dry.

You may have to wait to the end of the lesson if the glued strips on the balloons aren't dry. Once they are, pop the balloon and peel away the balloon pieces. Cut away the top part of the wrapping, forming a basket with the lower half. Place baskets on stands. If crafts aren't fully dry by the end of the lesson, keep them until next week.



LOW-POWERED GAME NEEDS:

- Paper or construction paper in one light color
- Thin-tipped black marker
- Scissors
- Masking/painter's tape

CRAFT NEEDS:

- Medium-sized inflated balloon (one per child)
- Yarn and ribbon
- Bowls
- White glue
- Hair dryer
- Tagboard strips
- Stapler
- Scissors

B. Activity Connection – Lesson 6

Choose from the following activities to help kids explore and remember that they can find joy in being kind (approximately 10–15 minutes each).

1. High-Powered Game: King David's Kindness Race

BEFORE YOU START:

This game is best played on a smooth or slippery floor, such as tile rather than carpet. If you play on carpet, wrap the boxes in a heavy-duty trash bags so they'll slide easier. Reinforce the boxes with packing tape.

Divide the kids into three teams and have them line up. Give each team a box. Players on each team will race in groups of three. Explain that since Mephibosheth in the Bible story had a handicap and could not walk, one player in each trio will sit or kneel in the box while the other two push the box. Ask three *VeggieConnections* *Shepherds* to play “David” and share a ball/beanbag. The goal is for each trio to reach the “David” with the ball/beanbag and return to their team, so that the next trio can race to “David” and return back, and so on until every player on the team has had a turn racing in the box. If you have more than 30 kids, form additional teams and add Davids.

The trick is that the “David” goal keeps moving and changing. Only one of the three *Shepherds* holds the ball or beanbag at a time, and that is the only adult who is “David.” At any point in the game, that *Shepherd* may toss the ball/beanbag to another one, who then becomes “David.” So if a trio is on the way to the first David, they have to switch directions if the ball is tossed away. (Instruct the *Shepherds* not to change “David” very often so that the kids don’t get frustrated; but remaining David for very long would make the game too easy.) Whenever any trio reaches David, that *Shepherd* calls out **I find joy in being kind!** before they can race back to their team.

If any trios are having a hard time making progress pushing, any *VeggieConnections* *Shepherd* can pitch in and help push. In fact, this would be an act of kindness.

When finished, let the kids relax while you discuss this question: **David showed kindness to Mephibosheth. Why should you be kind to others?** (*Because God loves us and wants us to be like him—he is kind to us, because we are filled with God’s joy when we are kind to others.*)

2. Low-Powered Game: Helping Hands

BEFORE YOU START:

Copy and cut apart the hands, one hand per two kids. Write one helping action on the back of each hand, such as: baking cookies, washing dishes, washing the car, cleaning the floor, dusting, mowing the lawn, picking up toys, visiting an elderly person, babysitting, walking someone’s dog, reading to a younger sibling, helping a friend with homework. Tape hands up (front side facing out) around the Tree House site.

Divide kids into *VeggieConnections* Groups. Then have kids in each group form pairs or trios. Have one pair from each group go find a hand and bring it back to the group. Then have pairs act out the helping action printed on the back of the hand while the rest of the group guesses the action. Continue to have pairs get new hands and mime the actions out until everyone in the group has done an action. If you have more hands left, have kids continue to play.

This game showed some good ways we can show kindness this week. It’s also fun to remember that inviting a friend to come along and help is a great way to spread the joy around. God can use each of us to show his love and kindness to others. When we do, he blesses us with the joy of helping!

HIGH-POWERED GAME NEEDS:

- Large cardboard boxes (computer paper boxes or larger) (one per team)
- Packing tape
- Soft ball or beanbag
- Heavy-duty trash bags (optional)



LOW-POWERED GAME NEEDS:

- Helping Hand pattern on page 100 (one hand for every two kids)
- Tape

3. Craft: Compassion Coupons

The Bible tells us that it is very important to be kind to others. David was kind, even when others felt that he didn't have to be. That made God very happy. As we grow in our relationship with God, we can find joy in being kind to others. Today, you are going to make Compassion Coupons. Your job is to "catch" people being kind to others and give them a Compassion Coupon.

Distribute coupon pages and have kids spend a few minutes coloring the coupons. Then have them cut apart the coupons. Give kids sheets of construction paper and have them cut a front and back cover, a little bit larger than their coupons. Have *VeggieConnections* Shepherds assist kids in putting the coupons inside the front and back covers and stapling the far left side of the new booklet. Encourage the kids to be on the lookout for people being kind in their family, school, or neighborhood.



CRAFT NEEDS:

- Compassion Coupons on page 101 (one per child)
- Markers
- Scissors
- Construction paper
- Stapler

B. Activity Connection – Lesson 7

Choose from the following activities to help kids explore and remember that they can find joy in walking with God (approximately 10–15 minutes each).

1. High-Powered Game: Praise Stations

BEFORE YOU START:

Copy and cut apart the Praise Game cards. Stack the same numbered cards together and place one set of cards on each of the eight chairs set in a circle around the perimeter of your room.

Divide kids into *VeggieConnections* Groups and gather groups in the middle of your playing area. **David praised God for everything that happened in his life, both good and bad. You're going to have an opportunity to do the same in this game.**

Station *VeggieConnections* Shepherds at each chair. If you have fewer than seven Shepherds (you can serve at one station), double up some card sets on chairs. Explain how kids in each group are to run to a chair of their choosing, pick up the card, and respond to the praise instructions on that card. Shepherds will ensure kids have said meaningful responses before sending them to another chair. Once they have said the praise, they are to keep the card and run to another chair and repeat the above. All kids will go to all eight stations and respond with eight praises.

After the game, tell kids that developing an ongoing pattern of giving God praise for all things is a practical application of the Program Verse, James 4:8.

2. Low-Powered Game: Walking & Singing with God

This is simply a game of musical chairs as a way of enjoying the music they have learned so far. Have everyone sit on a chair. Pick one of the kids' favorite new songs, and start the music. Ask a *VeggieConnections* Shepherd to be prepared to take away one chair. Without watching, stop the music. The person who is "out" gets to help with the music for the next time. Play several rounds, choosing as many songs you have time for.

Encourage the kids to sing along to the music. **God created us to enjoy music and singing. When we listen to praise music and enjoy the words and melodies to God's glory, we are praising God. Often God uses music to draw us near to him and deepen our relationship with him.**

HIGH-POWERED GAME NEEDS:

- Praise Game cards on page 102 (one set per child)
- Chairs

LOW-POWERED GAME NEEDS:

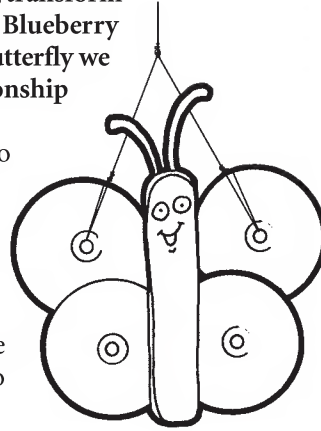
- Chairs set in a circle facing out (or "grass" carpets from site setup)
- *VeggieConnections* Music CD
- CD player

3. Craft: CD Butterfly

A butterfly is a symbol of new life. Caterpillars build a cocoon, transform themselves, then emerge a beautiful butterfly. Madame Blueberry transforms herself as well by having a change of heart. The butterfly we will make today will remind you that when we have a relationship with God, we are made new when we believe in him.

Have the children gently overlap four compact discs to make a square. Secure with electrical tape. This makes the two wings. Glue a large craft stick down the center of the “wings” of the butterfly. This is the butterfly body. Cut small pieces of chenille wire and glue or tape them to the back of the butterfly head. Draw a face on the butterfly with markers.

Run a piece of fishing line through the two holes in the top wings and secure with a strong knot. This can be used to hang completed projects.



CRAFT NEEDS:

- Four blank CDs per child
- Electrical tape
- Large craft stick (one per child)
- Chenille wire stems
- Glue
- Scissors
- Markers
- Fishing line

B. Activity Connection – Lesson 8

Choose from the following activities to help kids explore and remember to share their joy in the Lord with others (approximately 10–15 minutes each).

1. High-Powered Game: Joy Target

BEFORE YOU START:

Attach Velcro hook pieces to table-tennis balls. Use fabric paint to create a felt target with “God” written in the center circle. Paint concentric circles with the words “friends,” “family,” “neighbors,” “others.” Tape the target to a wall or easel. Mark a start line with tape.

OPTION:

Instead of felt and Velcro, use newsprint or butcher paper and use double-sided tape wrapped around the table-tennis balls.

HIGH-POWERED GAME NEEDS:

- Table-tennis balls (Three per *VeggieConnections* Group)
- Velcro with adhesive backing
- Fabric paint
- 2' x 2' piece of felt
- Masking/ painter's tape

Explain to the kids that the balls represent the joy that they can share with God and others. Give each child three chances to hit the target. Whatever area of the target they hit they should complete the following sentence: **I can share my joy in knowing God with my neighbor by _____.** If they miss the target, allow them one rethrow per ball. Allow younger kids to stand closer.

There are so many places and people to share our joy in knowing God with. Let's not miss an opportunity this week to praise God and let others know where our joy comes from!

2. Low-Powered Game: Sharing the Joy

Have the kids sit in a circle or at a table with their three beads in front of them. It is best to play this game in groups of about six to eight. The child throws the three cubes at the same time. If they throw a 1 or a 2, one of their beads must be given to the person to their left. If they throw a 3 or a 4, their bead goes to the center. If they throw a 5 or a 6, their bead goes to the person on their right. So, if they roll a 1, 1, and a 5, two of their beads go to the person on the left and one to the person on their right. Pass the cube to the left after each child rolls.

Explain the goal of the game is to keep giving away your beads. **Just like we want to look for opportunities to share our joy, our goal is to give away our beads—not to collect them.** Keep playing until all the beads eventually end up in the center. A child should

LOW-POWERED GAME NEEDS:

- Three number cubes for each *VeggieConnections* Group (of approximately six to eight kids)
- Three beads or other small items for each child

only roll as many cubes as he or she has beads. Remember that just because someone is without beads, it doesn't mean that some won't get passed their way as others take their turns. **Even though we kept giving our beads to each other, eventually all the beads ended up in the center. When we share our joy in knowing God with others in our lives, eventually all that sharing of joy is accepted by God as our praise offering to him.**

3. Craft: God's Molded My Heart

As we continue to build our relationship with God, we find joy in the fact that he loves us very much and has molded our hearts. That means that because we choose to know God, we give him the chance to make our hearts happy and full of joy. Today we are going to make some fun goop that we can also mold!

Divide kids into groups of three or four. Give each group a mixing bowl and measuring cup. Have the kids mix one-half cup of oil with three cups of flour. Let the children take turns kneading the concoction. Have a *VeggieConnections Shepherd* add a few drops of food coloring to the mixture. This may stain hands, be very careful of clothing.

As the dough becomes smooth, the kids can divide it up in their group and spend time molding shapes. Encourage the kids to think of things that bring them joy and show you what they make. When the kids are done, pass out plastic bags to take the project home in. You may want to label each bag with a permanent marker. Use wet wipes to clean up hands.



CRAFT NEEDS:

- Bowls for mixing
- Measuring cups
- Vegetable oil
- Flour
- Food coloring
- Plastic sandwich bags
- Permanent marker
- Wet wipes



<p>Your computer crashed and you lost your homework assignment.</p>	<p>A bully knocked you down and stole your lunch money.</p>	<p>You told only your best friend a secret and now others know it.</p>
<p>You lost out to another player for the last spot on the team.</p>	<p>You got really sick and missed a friend's birthday party.</p>	<p>Your sister told a lie about you to your mom and now you're grounded.</p>
<p>Your pet has gotten real sick and your vet isn't sure if your pet will live.</p>	<p>You broke your finger and can't play for a big piano recital.</p>	<p>Your family vacation was cancelled because your dad lost his job.</p>
<p>You are feeling really down lately.</p>	<p>You just found out you're moving to another state.</p>	<p>Your parents told you they are getting divorced.</p>



<div>Compassion Coupon</div>	<div>Compassion Coupon</div>
<div>Compassion Coupon</div>	<div>Compassion Coupon</div>
<div>Compassion Coupon</div>	<div>Compassion Coupon</div>
<div>Compassion Coupon</div>	<div>Compassion Coupon</div>

1.

**Praise God for
a family member and
give a reason.**

5.

**Praise God for
helping you handle a
hard time in your life.**

2.

**Praise God for
a friend and
give a reason.**

6.

**Praise God for
a way he has shown
his love for you.**

3.

**Praise God for something
in God's creation and
give a reason.**

7.

**Praise God for
a way he
gives you hope.**

4.

**Praise God for
something good that
has happened to you.**

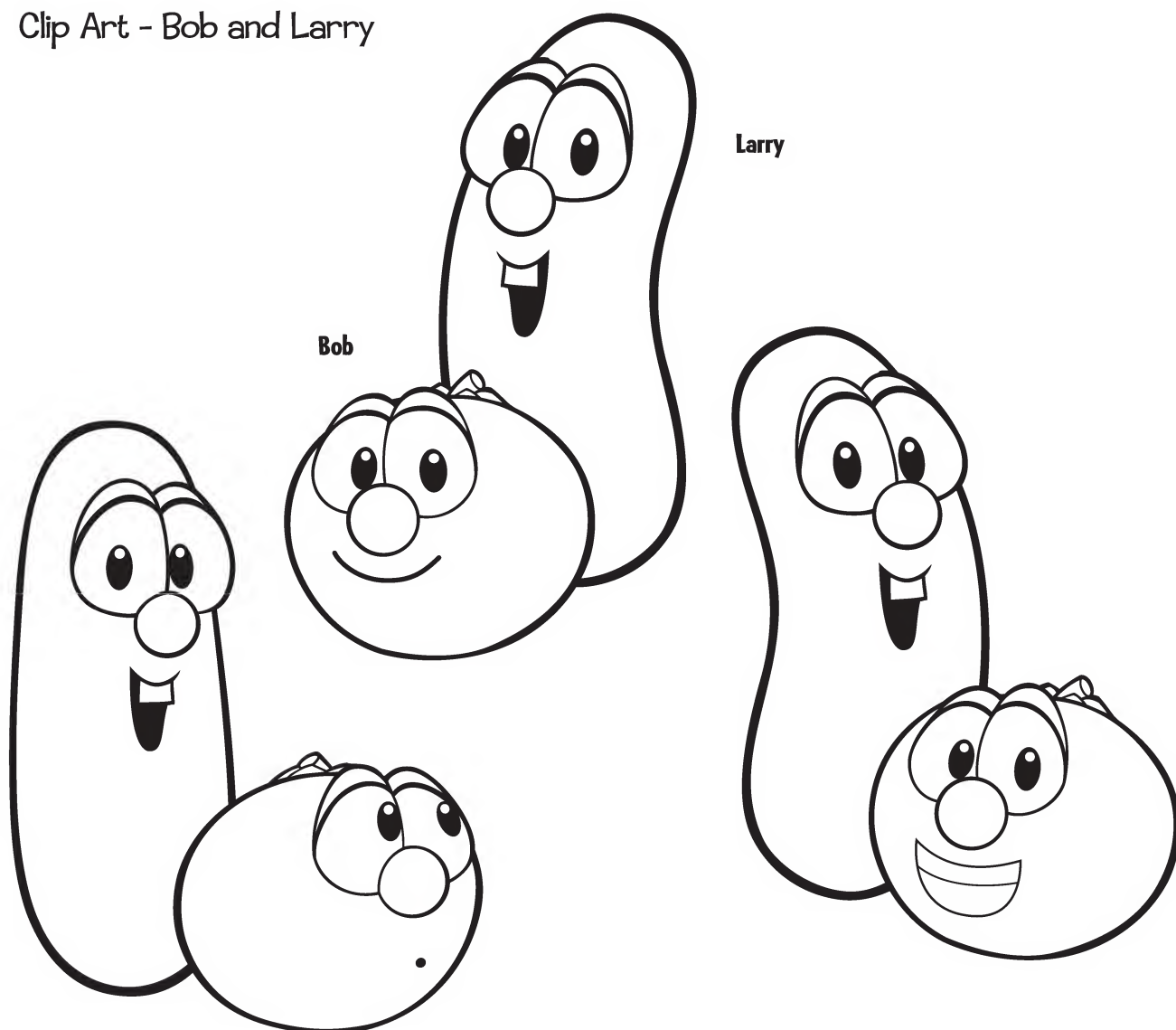
8.

**Name a
characteristic of God
to praise him with.**

Clip Art - Program logo



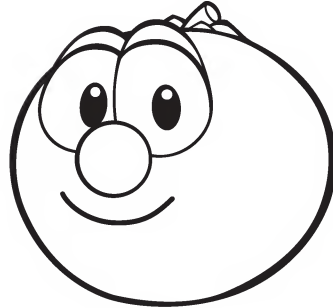
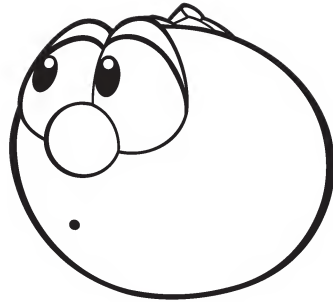
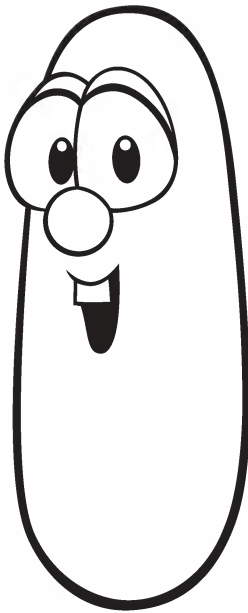
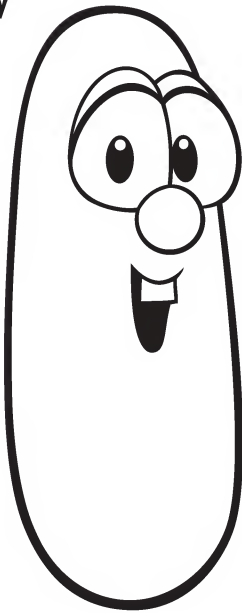
Clip Art - Bob and Larry



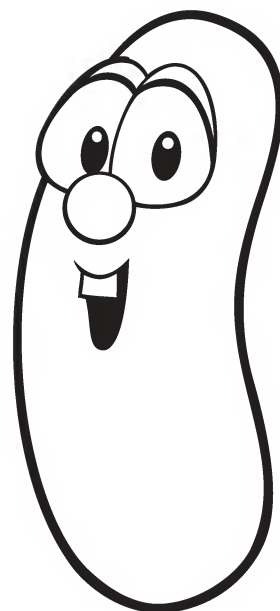
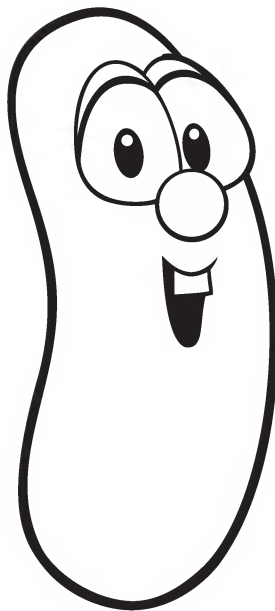
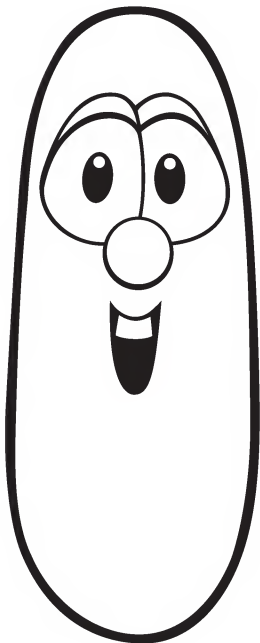
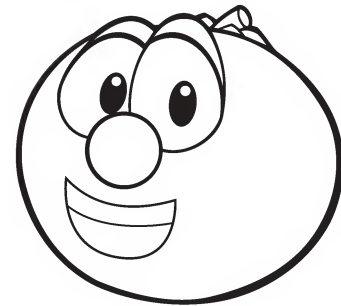
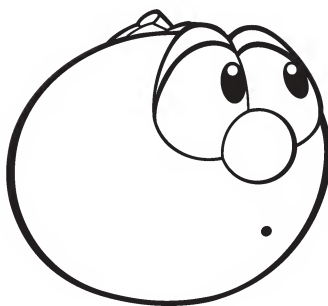
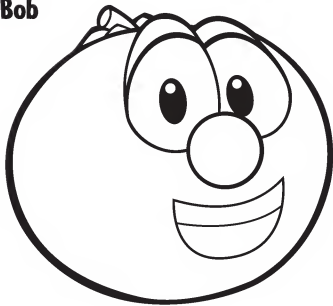
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Clip Art - Veggie Characters

Larry

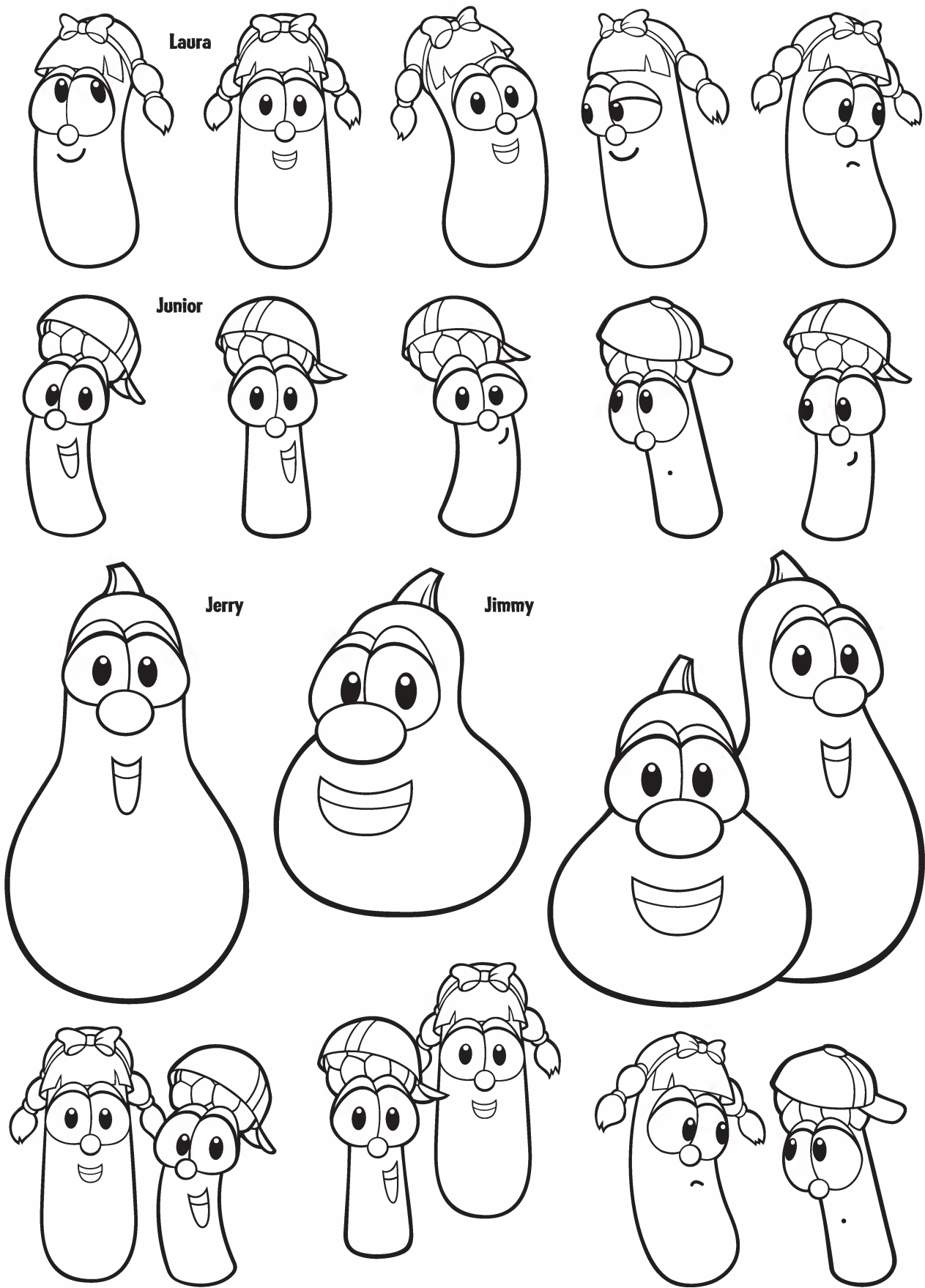


Bob

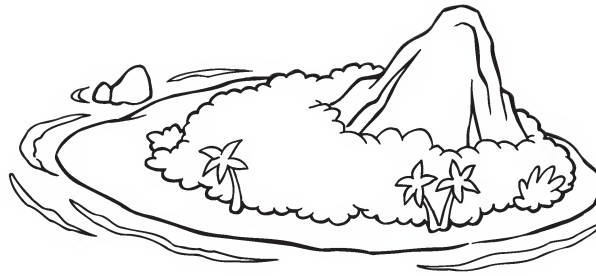
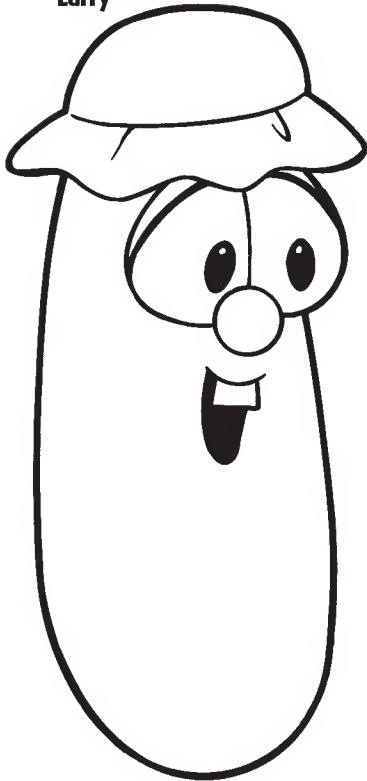


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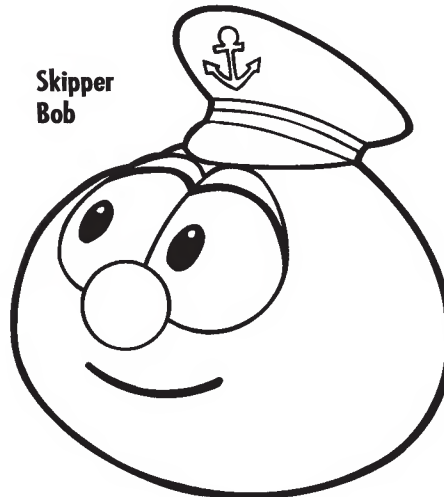
Clip Art - Veggie Characters



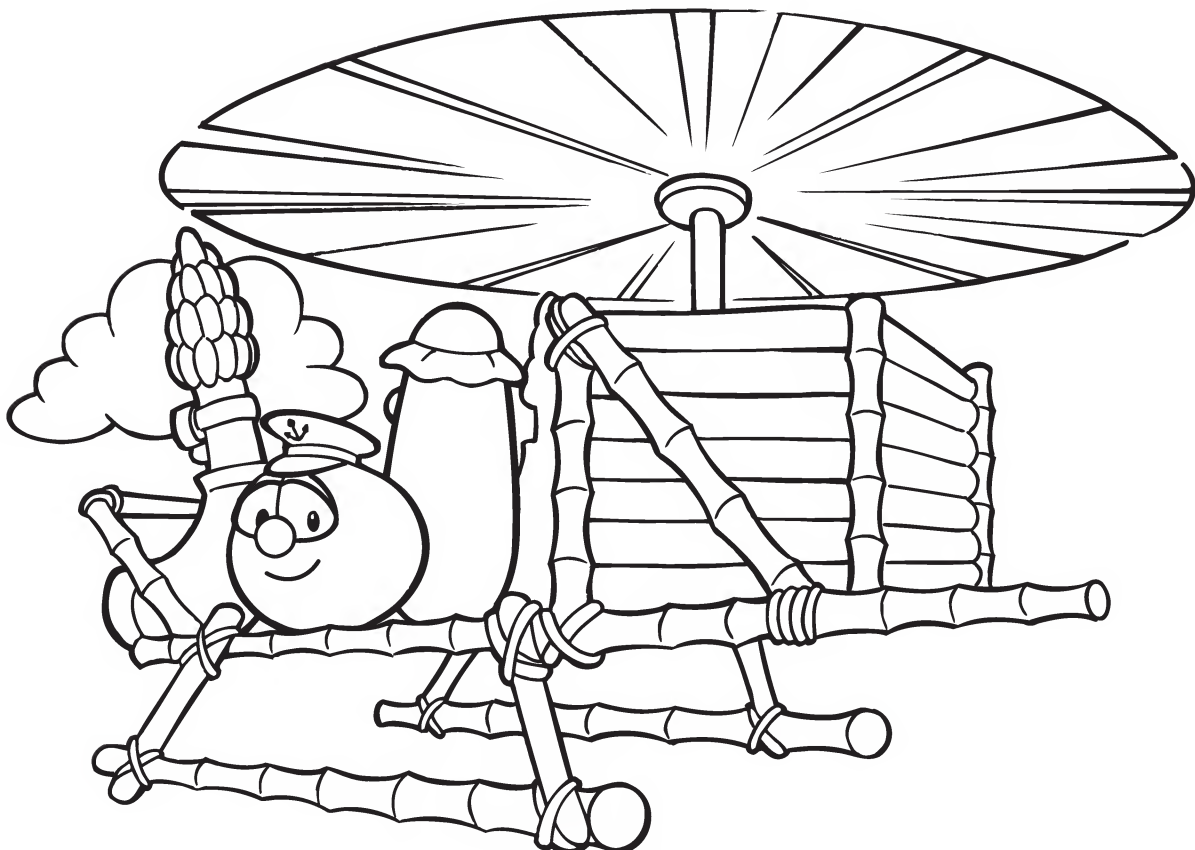
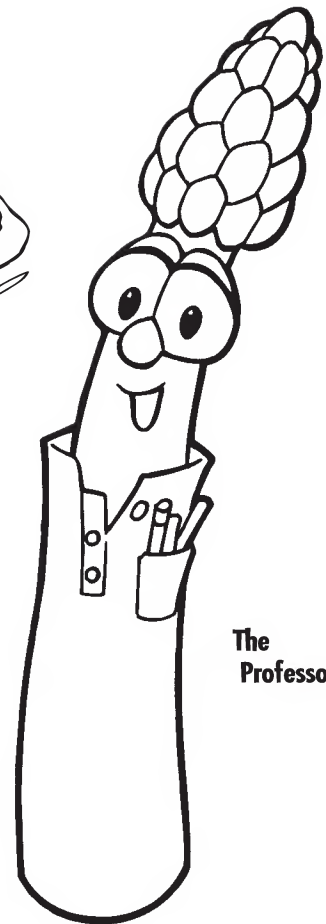
First Mate
Larry



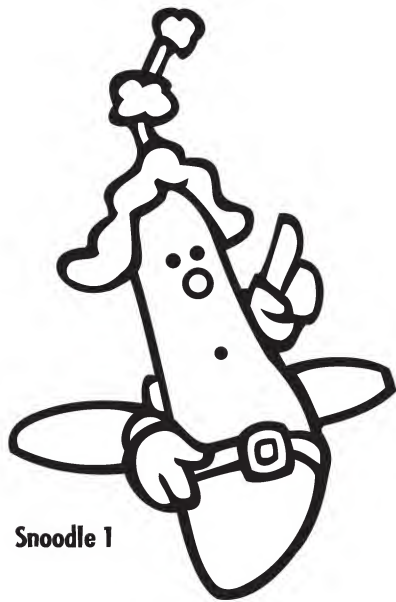
Skipper
Bob



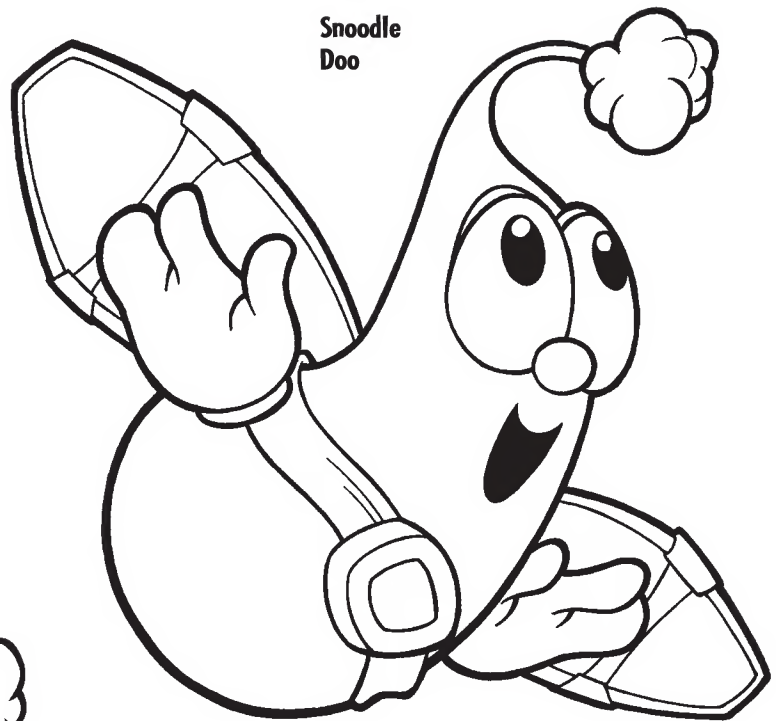
The
Professor



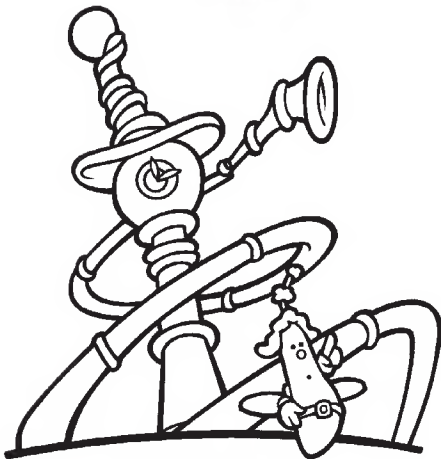
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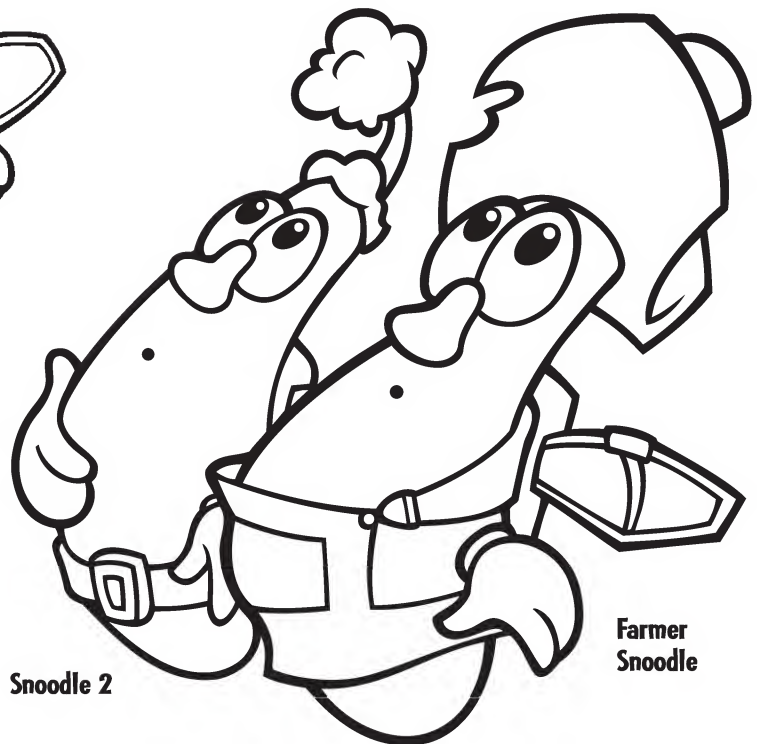
Snoodle 1



Snoodle
Doo



The Clock Tower

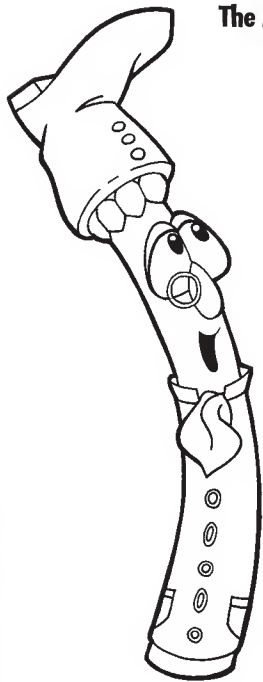


Snoodle 2

Farmer
Snoodle

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Clip Art - Flibber-o-loo / Unit 3: Love



The Mayor

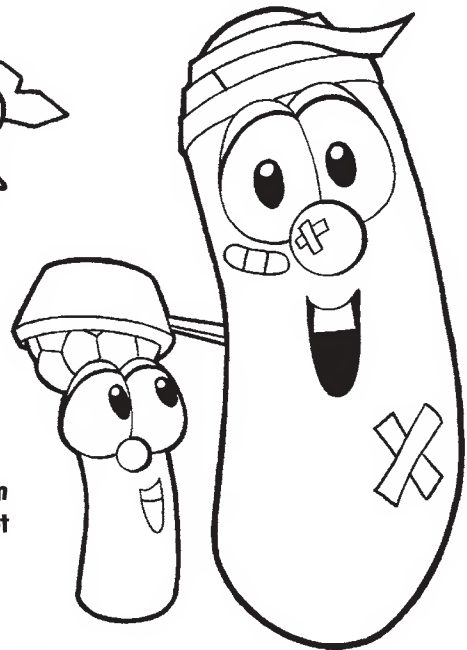
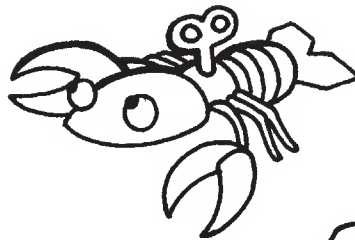


The Nurse

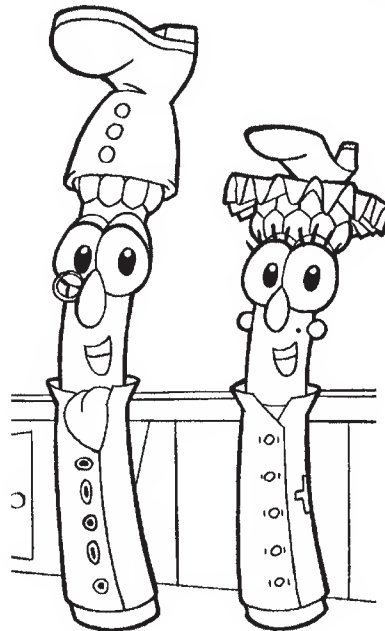
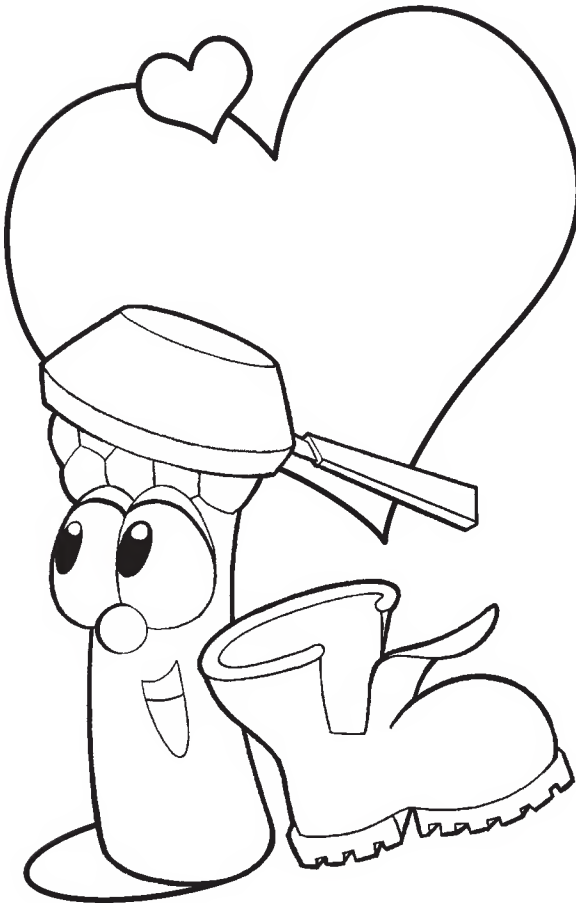


Larry from Flibber-o-loo

Wind-up Blue Lobster



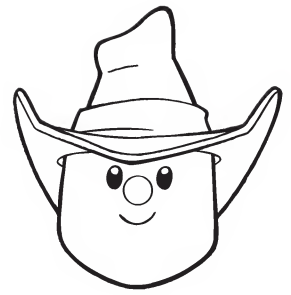
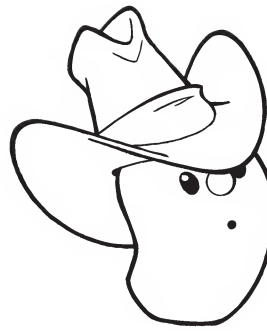
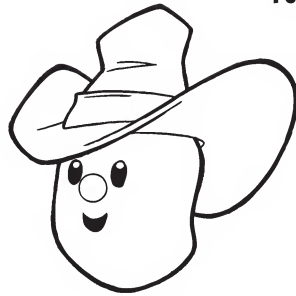
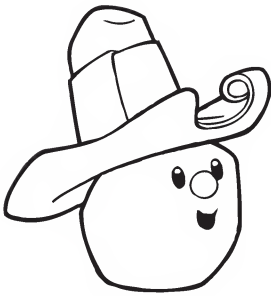
Junior from Jibberty-lot



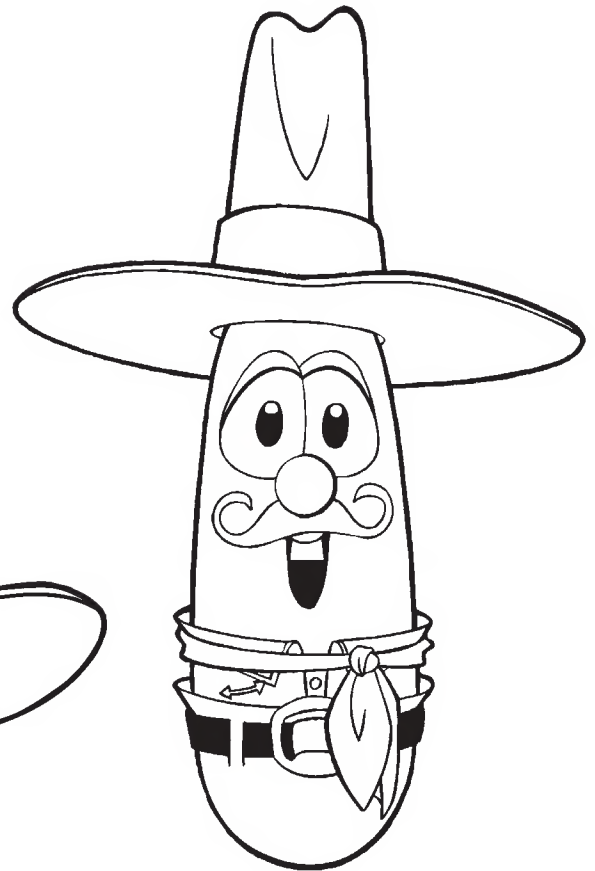
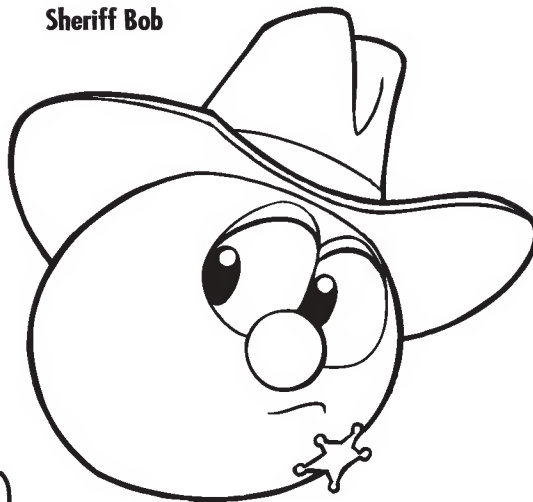
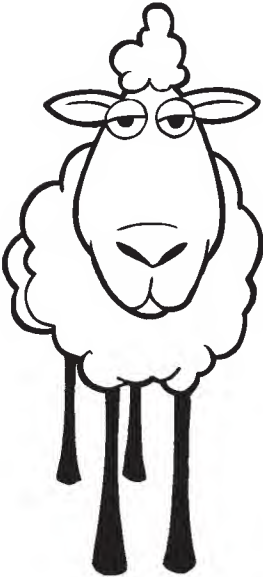
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Clip Art - Dodgeball City / Unit 4: Trust

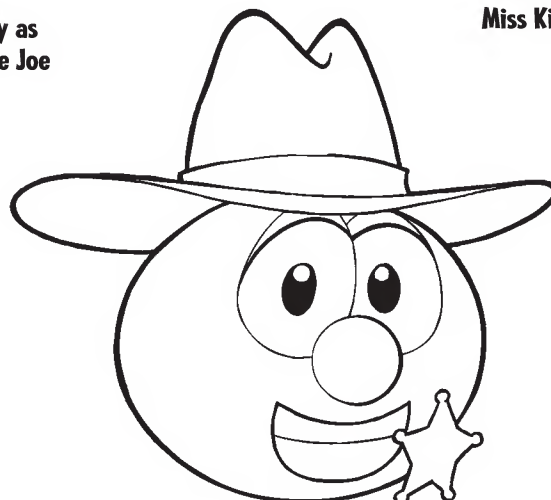
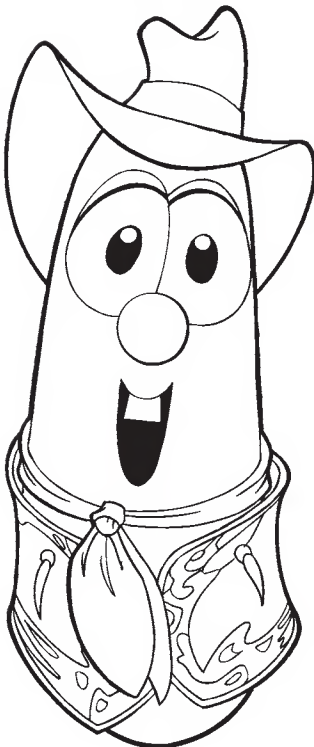
Pea Brothers



Sheriff Bob



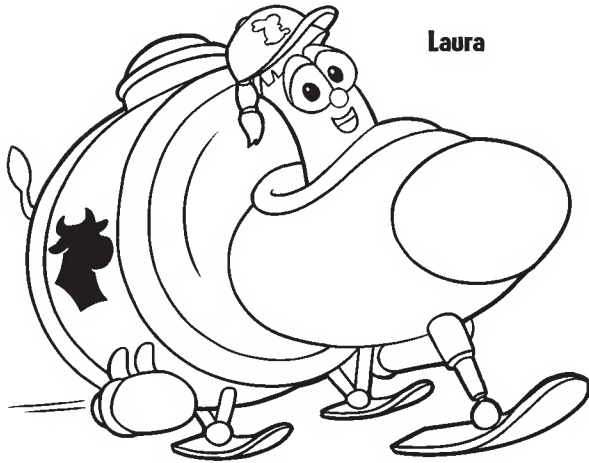
Larry as Little Joe



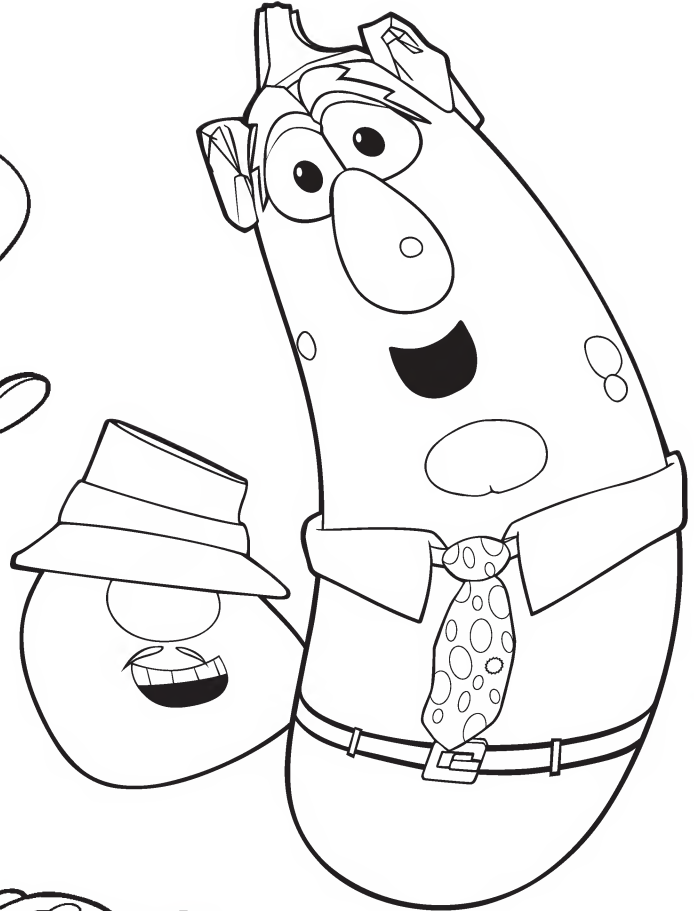
Madame Blueberry as Miss Kitty



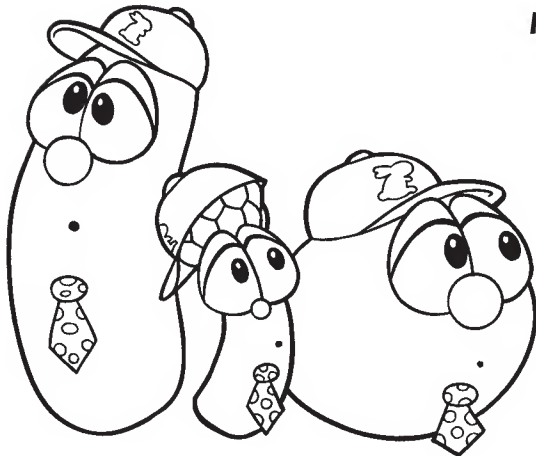
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Laura



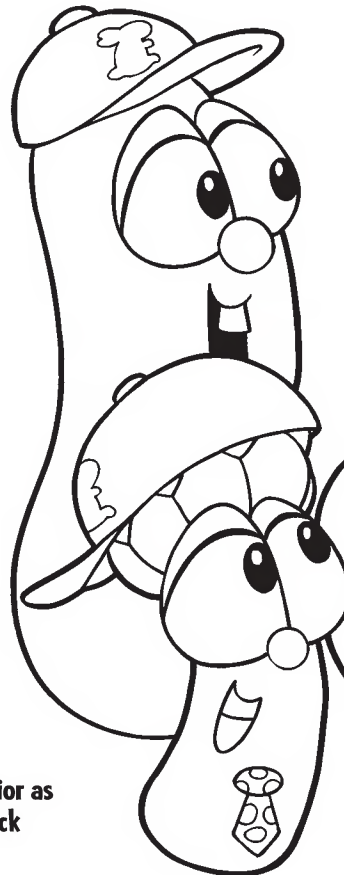
Mr. Lunt



Chocolate
Bunny

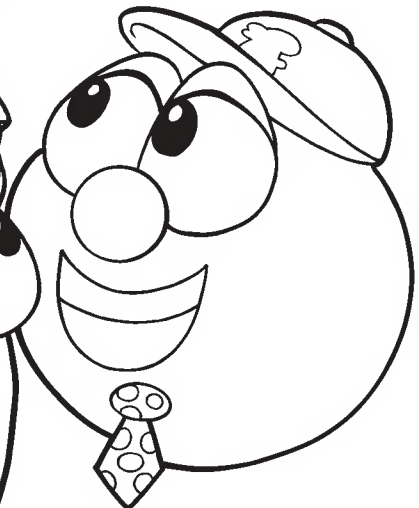


Larry as
Benny

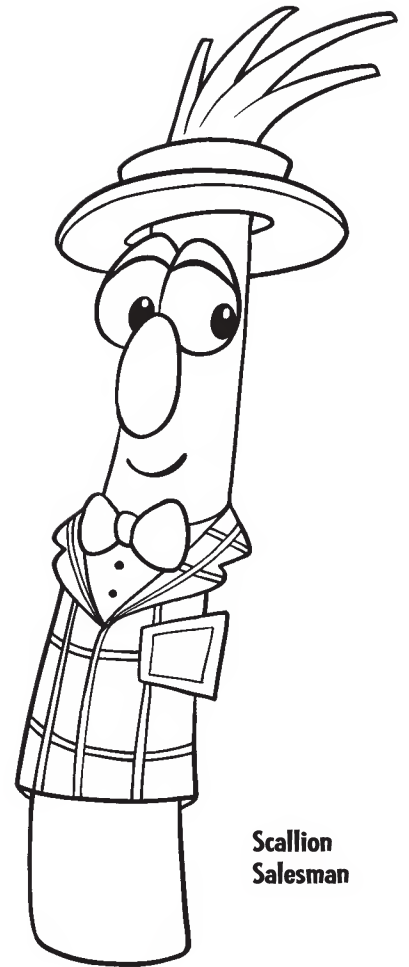
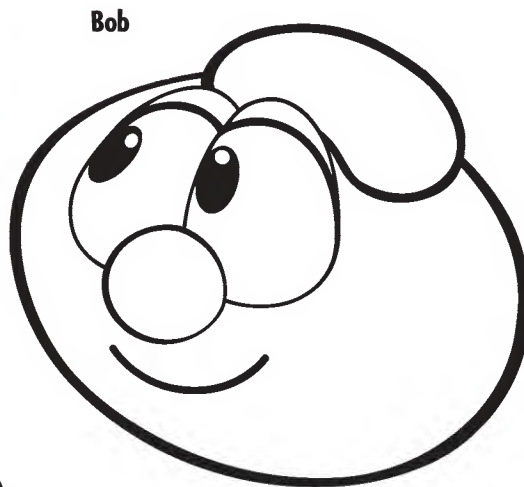
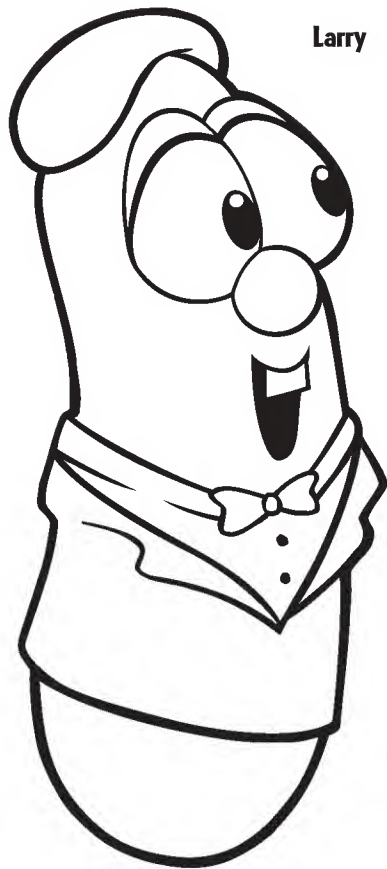


Junior as
Shack

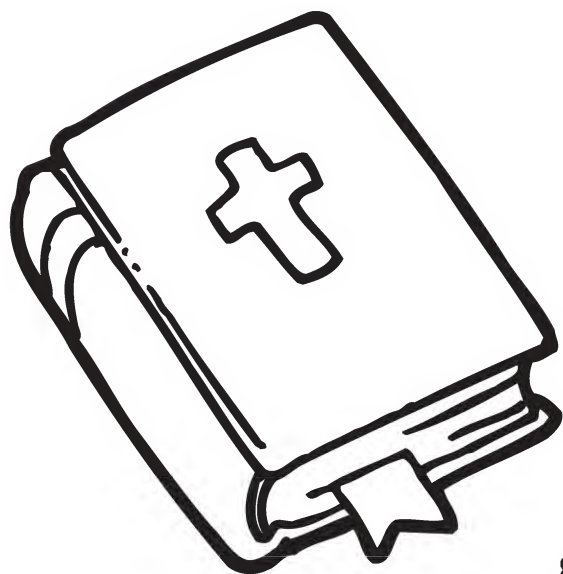
Bob as
Rack



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